

# COMPUTER GAMING WORLD

THE #1 COMPUTER GAME MAGAZINE

# NASCAR

**100  
GAMES  
RATED**

## Feature Reviews

*X-COM*

*1942: Pacific Air War*

*Pacific Strike*

*Al Qadim*

*The Grandest Fleet*

**Superhero  
League  
of Hoboken**

\$3.95 USA \$4.95 Canadian

08



0 71486 01143 9

**NASCAR Racing:**  
**Stock Car Looks,**  
*IndyCar Engine*



New!

**FormGen**  
INCORPORATED

# New Super CD Pack!

Spear of Destiny™ Game, 2 New Missions, 3 Hint Books & Game Generator!

## You get it all...

in the complete Spear of Destiny™ CD collection—enjoy the original ground-breaking virtual reality game, then conquer two brand new Nazi fortresses in two all-new missions. We include hint books for all three games, and a terrific game generator that you can use to make a variety of new missions for your enjoyment!

## Return to Danger...

as an Allied commando, fighting your way into the enemy HQ to seize the prize that he must not be allowed to keep! Battle the best the enemy has to offer, taking the Spear from the megalomaniac Axis leader. See why its stunning first-person perspective, and digital stereo sound made this the Game of the Year.

Mission Disks were not developed or produced by id Software. Spear of Destiny is a trademark of id Software. FormGen Inc. 7641 East Gray Road, Scottsdale, AZ 85260 (800) 263-2390 (905) 857-4141





PRAY IT'S ONLY A NIGHTMARE

Go ahead and scream. From deep within your nightmare, utter a piteous cry — as though your life depends on someone hearing you. Because, in this reality, it does.

From the master of computer gaming comes an interactive suspense thriller so shockingly real you'll pray it's only a nightmare: Phantasmagoria.

Phantasmagoria is no ordinary game, no tawdry attempt at horror. We wouldn't dare. Blending the talents of best-selling game designer Roberta Williams and a team of the world's finest cinematographers, Phantasmagoria unleashes an incarnate evil you never knew existed inside your PC.

PLEASANT DREAMS.



ROBERTA WILLIAMS

# PHANTASMAGORIA

SIERRA ON-LINE PRESENTS

A SIERRA PUBLISHING PRODUCTION WRITTEN BY ROBERTA WILLIAMS DIRECTED BY PETER MARIS PRODUCED BY MARK SEIBERT  
MUSIC BY NEAL GRANDSTAFF AND MARK SEIBERT ART DIRECTION BY ANDY HOYOS STARRING VICTORIA MORSELL AND DAVID HOMB

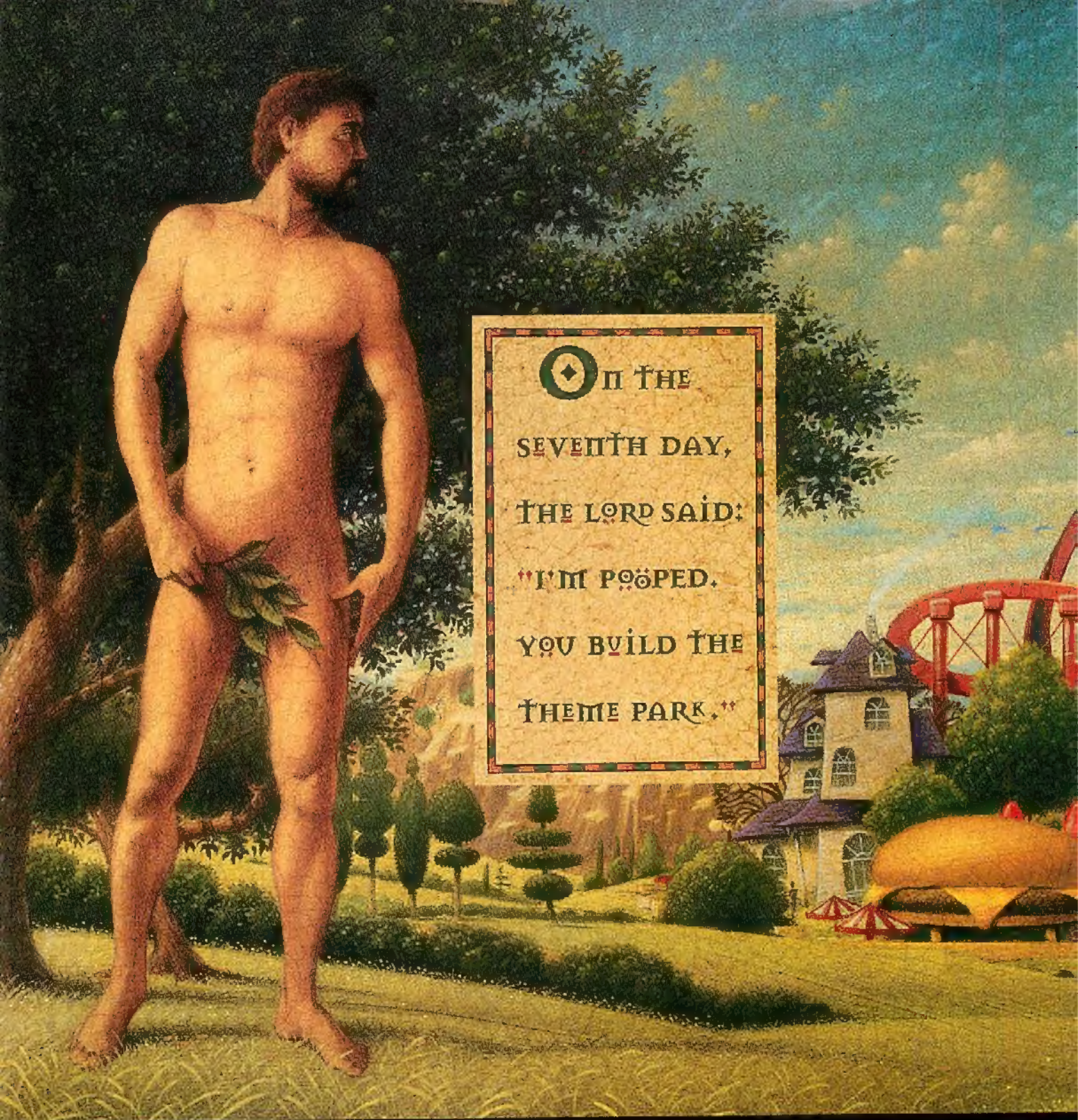
MULTIMEDIA CD COMING SOON


Circle Reader Service #120

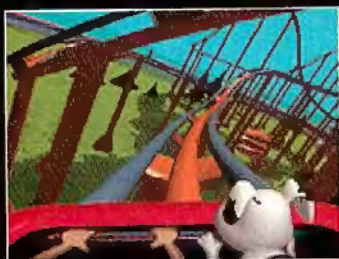


SIERRA






 ON THE  
 SEVENTH DAY,  
 THE LORD SAID:  
 "I'M POOPED.  
 YOU BUILD THE  
 THEME PARK."



CHOOSE FROM OVER 30 RIDES, SHOPS AND ATTRACTIONS, INCLUDING 5 RIDES YOU DESIGN YOURSELF.

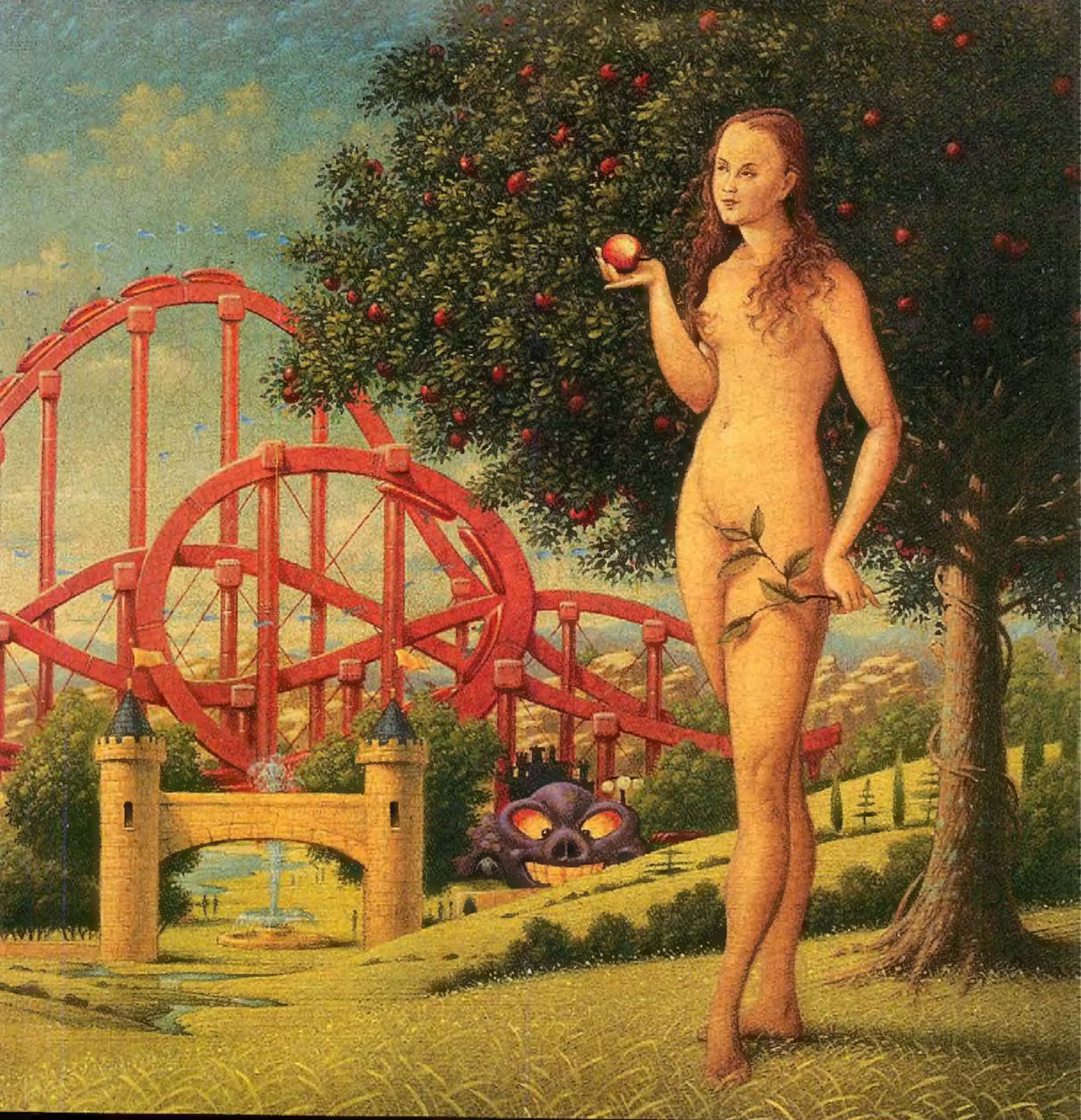


COMPETE AGAINST 40 PARKS IN 6 CATEGORIES INCLUDING RICHEST OWNER AND CUSTOMER SATISFACTION.



EXPERIENCE THE JOYS OF MANAGEMENT, INCLUDING HOSTILE TAKEOVERS AND REAL-TIME ARBITRATION.





THINK YOU CAN DESIGN AND BUILD THE GREATEST AMUSEMENT PARK IN THE WORLD? YOU SELECT THE SITE, YOU LAYOUT THE RIDES. IN FACT, YOU CONTROL EVERY ASPECT OF RUNNING A HIGHLY PROFITABLE AMUSEMENT PARK; FROM HIRING EMPLOYEES, TO DEVELOPING NEW RIDES, TO MAINTAINING AN ADEQUATE SUPPLY OF SOFT DRINKS. ANY MISTAKES AND THE BUSTLING HORDES OF FUNSEEKERS WILL LET YOU KNOW! OH, AND THAT MERRY-GO-ROUND IN FLAMES IS A CLUE TOO.

AVAILABLE FOR IBM® FLOPPY AND CD ROM, MACINTOSH® FLOPPY AND CD ROM, AND 3DO™. VISIT YOUR LOCAL RETAILER OR CALL 1.800.245.4525.

Circle Reader Service #138



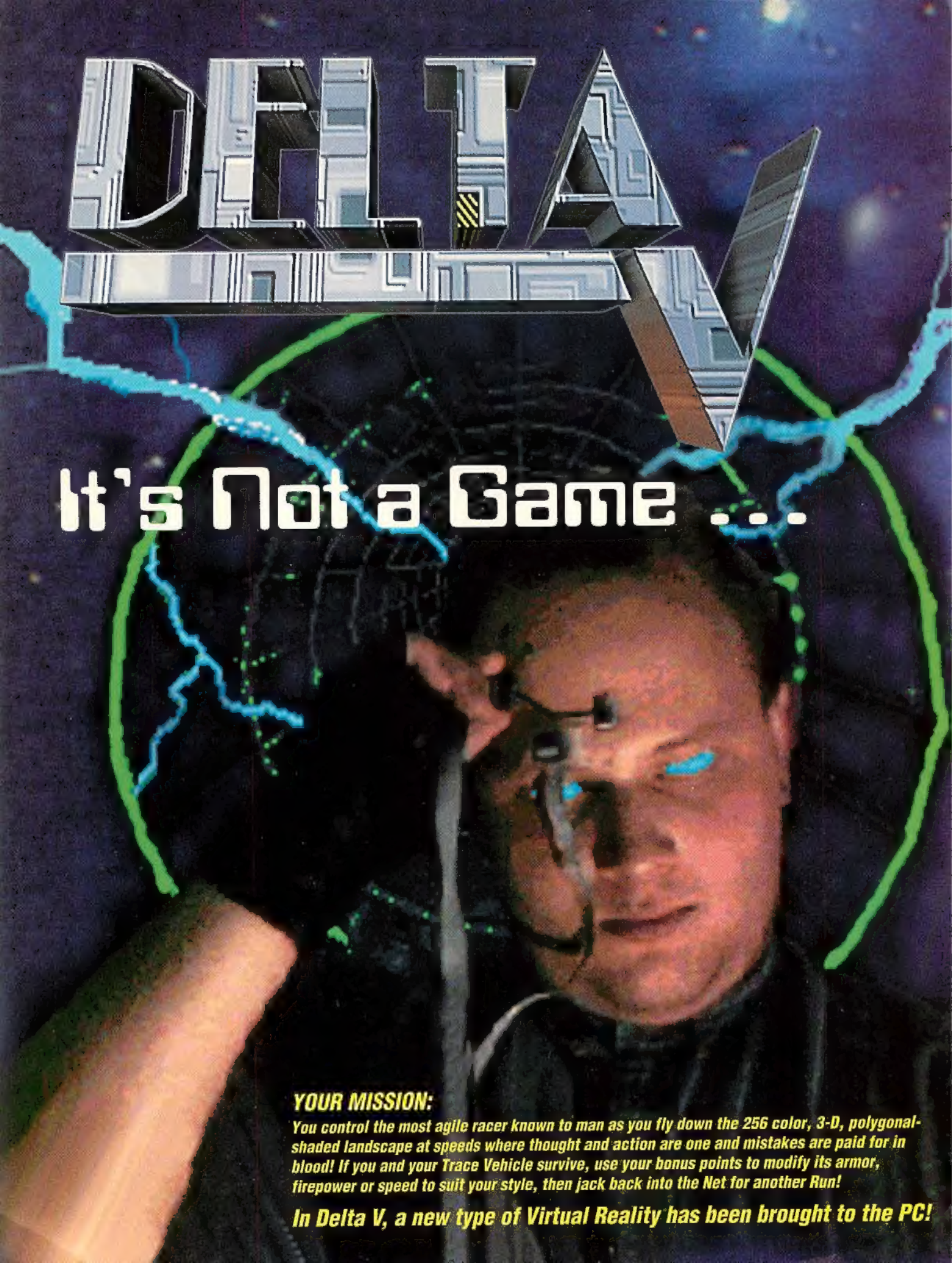
ELECTRONIC ARTS®



IBM is a registered trademark of International Business Machines. Macintosh is a registered trademark of Apple Computer, Inc. 3DO is a trademark of The 3DO Company. Bullfrog and the Bullfrog logo are registered trademarks and Theme Park is a trademark of Bullfrog Productions, Ltd.



# DELTA V



It's Not a Game ...

**YOUR MISSION:**

*You control the most agile racer known to man as you fly down the 256 color, 3-D, polygonal-shaded landscape at speeds where thought and action are one and mistakes are paid for in blood! If you and your Trace Vehicle survive, use your bonus points to modify its armor, firepower or speed to suit your style, then jack back into the Net for another Run!*

***In Delta V, a new type of Virtual Reality has been brought to the PC!***





L6 12-09-2147 - 17H34.48

"So chummer, you want to know about runnin'?

"The Net's the most dangerous cyber-dream you'll ever have, 'cept it's not a dream. You gotta be ruthless and quick, huggin' the lattice like an Olthan lungworm on a Borian air-grazer. Once you jack in, it's just you and your Trace.

"Like I always said, Netrunnin' is like a drug, the speed gets you higher than a 'ject of Cephilene Blue, but a mistake'll leave you deader than a jacked out straightliner.

"That chum, is as permanent as it gets . . ."

END

—GROTHAN JHIR, ex-Netrunner.

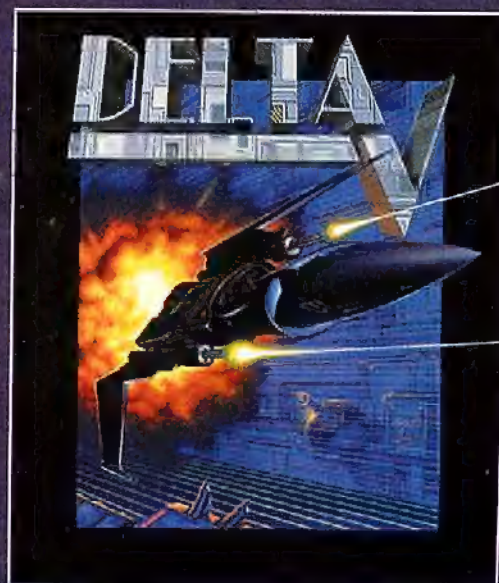
# ...It's a State of Mind

## BETHESDA SOFTWAREWORKS<sup>®</sup>

Currently Available on IBM PC

VGA, minimum 386/33 processor (486/33+ really cooks!), minimum memory 590K Ram, 2MB EMS memory and high density disk drive required. Supports: Roland™, SoundBlaster and Gravis Ultrasound.

Copyright© 1994 Bethesda Softworks. All rights reserved. Bethesda Softworks and Delta V are trademarks of Media Technology Limited. All rights reserved.



Circle Reader Service #47





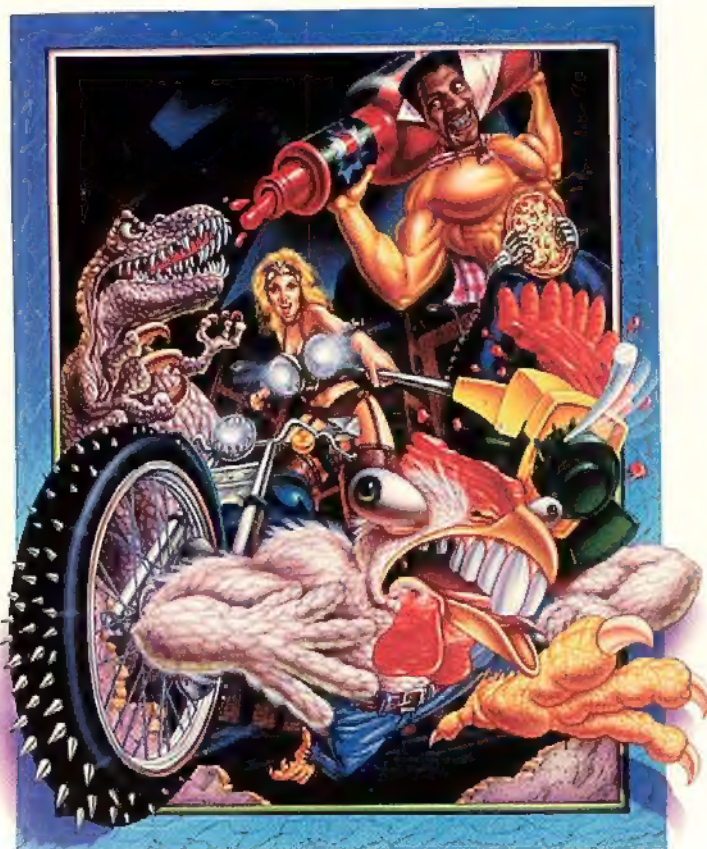
**60**  
Road warrior  
round up



# COMPUTER GAMING WORLD

AUGUST 1994

**46**  
New Jersey's Finest:  
Superhero League of Hoboken



## FEATURES

**20 NASCAR RACING** In this exclusive preview, racing correspondent Gordon Goble test drives Papyrus' prototype NASCAR engine, and finds that its SVGA beauty and handling characteristics are demanding of both his driving skill and his hardware.

**25 AT THE INTERACTIVE MOVIES** For better or worse, Hollywood continues to make inroads into computer gaming. Johnny Wilson visits the sets of several computer games where film techniques are changing the way we watch, if not play, games.

## ADVENTURE / ROLE-PLAYING

**29 SCORPIA'S STING** CGW's resident prophetess fondly recalls ULTIMA IV and waxes eloquent on the future of role-playing games

**38 AL-QADIM** The mysteries of SSI's adventure/RPG are laid bare by CGW's genie-in-training, Petra Schlunk

**42 INHERIT THE EARTH** Allen Greenberg talks to the animals in New World's furry new adventure

**46 PREVIEW! SUPERHERO LEAGUE OF HOBOKEN** Form of a role-playing game. Shape of a wacky adventure. When adventure gaming's Wonder Twins, Legend Entertainment and designer Steve Meretzky, team up, no gamer, at least in New Jersey, is safe. Johnny Wilson visits The League's secret headquarters to get a sneak peek.

## ACTION / SPORTS

**60 RACING GAMES SURVEY** Gordon Goble squeals the wheels of four driving games

**72 ORIGAMO** Paul Hyman puts together the pieces of QQP's newest puzzler

**76 STRAT-O-MATIC BASEBALL** Shuffling the lineup cards and stepping up to the plate, Jim Gindin takes a crack at the latest version of this venerable game system

## SIMULATIONS

**81 BOGEY'S BAR & GRILL** Tom Basham pauses for a reality check

**86 1942: THE PACIFIC AIR WAR** Journey back to the time of the Spruance, Nimitz and Yamamoto with pilot Doug Fick

**94 PACIFIC STRIKE** Tom Basham finds Origin's new flight sim to be high on cinema, low on frame rate



# STRATEGY/ WARGAMES

**101 BROADSIDES & GRIPESHOT** Alan Enrich examines the differences between strategy games and wargames, with help from SSG's Gregor Whiley

**104 WARLORDS II CONSTRUCTION KIT** Bob Hayes builds his own battles while building his review of SSG's construction kit for conquerors

**108 X-COM** Chris Lombardi hasn't been seen much since taking on an alien menace in MicroProse's new squad level strategy game

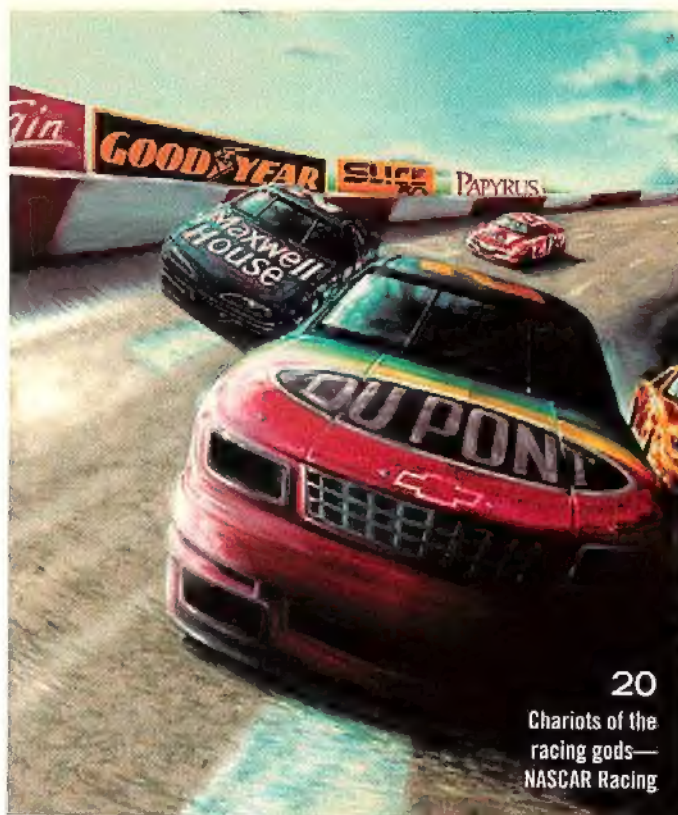
**112 THE GRANDEST FLEET** QQP's naval strategy game gets a thorough swabbing by salty dog, M. Evan Brooks

**116 GENGHIS KHAN II** Razing the steppes of Asia, Terry Lee Coleman retraces the path trod by the all-time great conqueror

**122 DETROIT** After launching an auto company, Alan Enrich and Petra Schlunk search to find a game between the spreadsheets

**124 ULTIMATE DOMAIN** Tim Carter lords over The Software Toolworks' medieval creation

**128 STRATEGY: OPERATION CRUSADER** A battlefield analysis of Avalon Hill's desert WWII wargame, by Robert Meyer



20

Chariots of the  
racing gods—  
NASCAR Racing



24

The best  
lines to use on  
interactresses



## DEPARTMENTS

**8 FROM THE PUBLISHER** Transformations

**10 EDITORIAL** Housebroken Editors

**12 INTERFACE** Letters From The Gaming Elite

**16 READ.ME** What's The Buzz?

**132 OPPONENTS WANTED** Personal Ads For Players

**134 SHAREWARE SHOWCASE** New Shareware Action

**140 HEX, BUGS & ROCK 'N ROLL** Game Technology

**148 UNDER THE HOOD** Hardware Tips

**152 NOW PLAYING** What's New On The Shelves?

**157 HALL OF FAME** Best All-Time Games

**158 SCORE** Readers Rate The Top Games

**160 PATCHES** Game Files To Kill Bugs Dead

**161 THE RUMOR BAG** Primus Paternus



## From the Publisher



# You Can't Change That!

by Russell Sipe

**A**t the recent Computer Game Developer's Conference (CGDC), I ran into an old friend. She is one of the top computer game designers in the business. In 1981 she designed the classic CARTELS AND CUTTHROATS for the Apple II. In 1983 she became a regular writer in CGW with her column, *Dispatches: Insights From the Strategy Game Design Front*. In the same year she designed M.U.L.E. which to this day is still one of the very best computer games ever conceived. In fact, rumor had it that a redesign of the game was in the works.

M.U.L.E. was designed by Dani Buntin. She used to be named Dan Buntin. That's right, she made the Big Change. When Dani came to the CGDC in 1993 for the first time as a woman (she had been coming many years as a man), she was prepared to discuss the change. Dani spent several informal sessions with many of her friends and fellow designers describing why this was the right choice for her. In addition to discussing the emotional and chemical aspects of the change, she described how at the conclusion of a 12 month process, an operation would be performed to complete the transformation.

A year later, when I ran into her in a hallway at the 1994 CGDC my first words were "Well, if I remember the schedule right, it must be finished now," commenting on the fact that the operation was to have been done. In her distinct Southern drawl she replied, "Well...I didn't do it."

"What? Why not?"

"Oh...", she said pensively, "they wanted to put in guns and bombs."

"Excuse me?"

"Electronic Arts wanted me to put guns and bombs in M.U.L.E. so I decided not to redo the game."

Dani saw the look of utter hilarity on my face and realized that we had been having two very different conversations. We both had a good laugh.

Changes are all around. Some are harder to understand than others. Dani went through with the operation and is now a woman; I think I'm learning to live with that. But guns and bombs in M.U.L.E.? That's unnatural! That's a change I can't accept. Perhaps Electronic Arts will reconsider. M.U.L.E. is a classic that the new generation of gamers is poorer for not having played. They should get a chance to enjoy it in its original, award-winning form.

Come on EA, give us M.U.L.E. with Smithore and Crystite as its creator intended, not with bombs and guns.

AUGUST 1994, NUMBER 121

## COMPUTER GAMING WORLD

Publisher Russell Sipe

Associate Publisher Jonathan Lane

Editor-in-Chief Johnny Wilson

Editor Chris Lombardi

On-Line Editor Alan Emrich

Managing Editor Ken Brown

Technical Editor Mike Weksler

Assistant Editor Terry Coleman

Art Director Susan Zurawik

Graphic Artist Jack Rodrigues

Production Assistant Christine Kloss

M.I.S. Manager Gene Allen

Advertising Manager Lee J. Uniacke

Advertising Sales  
Coordinator Kathy Garcia

Account Representative Marci Yamaguchi

Contributing Editors  
Scorpia  
(Adventure Games),  
Evan Brooks  
(Wargames)

Contents are copyrighted by  
Ziff-Davis Publishing Co., 1994.

**Subscription Rate:** The subscription rate is \$27.94 for a one year subscription (12 issues). Canada and all other countries add \$11.00 for postage. Airmail subscriptions are \$78.00 per year. Canadian GST registration number is R123669673. Payment must be in U.S. dollars made by check or money order drawn upon a U.S. bank. Visa, MasterCard, AMEX accepted.

**Subscription Services:** For subscription service questions, address changes or ordering information, call toll free (800) 827-1150 within the U.S. and Canada. All other countries call (303) 447-9330 or fax to (303) 443-5080 (international subscribers only) or write to Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167.

**Back Issues:** For back issues (subject to availability), \$6.00 per issue (\$8.00 outside the U.S.), send check, money order or credit card information to Back Issues Dept., Ziff-Davis Publishing Co., P.O. Box 3131, Boulder, CO 80322-3131.

Psalm 9:1-2

CompuServe (76793,622)

America On-Line! CGW

Prodigy: EXP1400

GEnie: CGW

Internet: 76793.622@compuserve.com

Telephone: (714) 283-3000

Fax: (714) 283-3444

For advertising information only, call:

Lee J. Uniacke, (714) 283-3000 x41

Printed in the U.S.A.



# MACH V



Circle Reader Service #141





## Old Journalists Can Learn New Tricks

by Johnny L. Wilson

**A**T A RECENT AWARDS BANQUET I ATTENDED, A RESPECTED JOURNALIST WITH A NATIONAL NEWSPAPER won two awards. The first award was given early in the ceremony, and the journalist didn't realize that, to keep up the pacing of the awards, recipients were supposed to enter on one side of the stage and exit on the other. So, immediately after he approached the stage from the wrong direction and slowed the awards process, the master of ceremonies asked all other recipients to enter one way and exit the other. When the second award was given, the journalist followed the instructions to the letter and, upon receiving his trophy, said, "Who says that journalists aren't trainable?"

During our recent redesign, certain recurring requests from our readers began to weigh on me. As a result, I had the opportunity to shock and surprise some of my colleagues. I calmly announced that I had completely reversed myself on a long-held editorial position and asked the other *CGW* editors what they thought about the change. To my surprise, most of the editorial staff felt that it was "about time" we made the change and my publisher, who had attended the same awards ceremony, paraphrased the newspaper man by saying, "Who says old editors aren't trainable?"

We made that change and others almost as radical during our redesign. As a result, early response to the redesign seems to be very favorable. So, we have once again decided to think heretical thoughts and consider changing the way we do things. Two articles in this issue make it particularly convenient to introduce these minor reforms. The first is this month's *Bogey's Bar & Grill* where Tom Basham presents a

very convincing definition of a simulation. The second is this month's *Broadside* & *Gripeshot* where Alan Emrich reprints some very funny observations on *WARLORDS II vs. V FOR VICTORY* in the race for Premier Wargame of the Year.

We have no intention of being like the comedy routine where Tommy Smothers responds to his brother's admonition to "Think about it!" by sticking to a totally ridiculous assertion and saying, "I've thought about it. I've considered it, and you're wrong!" Instead, we have decided to reconsider, reevaluate and make it right.

First, the *X-WING* problem. When *X-WING* was first released, several of the editors saw a marked distinction between the simulation aspects of the product and the product with which it was most compared, *WING COMMANDER*. We perceived *WING COMMANDER* as being, basically, an arcade shoot-'em-up using simulation-style technology and presenting a branching storyline. We were happy, Chris Roberts was happy (especially when the game was selected as the Overall Game of the Year), and none of you, our readers, seemed to have a problem with that classification. With the *X-WING* game, however, we knew that Larry Holland was trying for more of a simulation feel. So, we saw no real problem with labeling one game an Action game and the other as a Simulation. We were happy and Larry Holland was happy (particularly when the game was selected as Simulation of the Year), but most of you weren't happy. We received lots of cards and letters complaining about our decision, but we stuck with it.

After editing Tom Basham's column for this month, we decided that we had made an error. Even the flight model in *X-WING* is much more like an atmospheric flight

model than anything you'd expect to experience in space. Like Tom, we think that simulations should model real-world experiences. So, we are going to change the classification on *X-WING* and all its sequels to that of Action. There comes a time when you have to be consistent with your own rules and definitions. Now is that time.

Next, the *WARLORDS* problem. After we had awarded *WARLORDS* the honors as Wargame of the Year, we published new, tighter definitions of what we considered to be a wargame. Our more precise definition called them "command perspective strategy games which are usually based on historical events." To be sure, we could appeal to the use of the adverb "usually," but you knew what we meant. You wrote to us about how great *WARLORDS* was as a game, but complained that it wasn't a wargame. We defended our position by pointing out that these fantasy battles used combined arms in almost exactly the same way as World War II battles. You didn't buy it.

To be consistent, we compounded the problem by nominating *WARLORDS II* for Premier Wargame of the Year, this year. Several of you, Gregor's hilarious contribution to the fray notwithstanding, called us on it, claiming that it was inconsistent with our usual position. You win. Though we will still refer to *WARLORDS* as a Wargame of the Year winner, we will immediately recategorize it as a strategy game. In the future, we will do our best to restrict the Wargame category to those games that have a historical basis.

So, to paraphrase the introductory question, "Who says old *CGW* editors aren't teachable?" We not only listen to you, but we sometimes change our minds. ☺



SO MANY TARGETS, SO LITTLE TIME!

# RAPTOR

## CALL OF THE SHADOWS

Ultra-detailed, smooth  
scrolling VGA graphics

Explosive cinematics and  
sound tracks

Supports all major sound cards  
and game controllers

27 enormous levels, each with  
at least one boss ship

Discover many  
undocumented enemies



**"Raptor is the best shareware title since DOOM!"**

— *Computer Gaming World*, June '94

The Raptor, a superbly fast ship of prey with enough state-of-the-art firepower to crush any foolhardy opposition. As if twin machine guns that can rip holes through 6-inch steel plates weren't enough, the Raptor can be upgraded with 14 hard-core weapons that go beyond sense, straight to overkill! Your mission: Kill for cash, and leave nothing standing in your wake!

"If you thought your PC could never play a scrolling shooter, think again... you're bound to lose your cookies over *Raptor*. It has some of the hottest graphics ever seen... and the sound will astound you. It's a superstar!" — *Interactive Entertainment*, May '94

Order *Raptor* today! Normally \$34.95, save \$5 if you mention *Computer Gaming World*.

**CALL 1-800-GAME-123 24 HOUR ORDER LINE**

Or, download the shareware episode from Software Creations, Apogee's home BBS (where you can get ALL of Apogee's shareware games free of charge). Just call the numbers below and check out Apogee's file section, #1 of course!

(508) 365-2359  
2400 BAUD

(508) 368-7036  
9600-14.4K

(508) 368-2032  
14.4-16.8K

**"Raptor's voracious gameplay eats other shooters for lunch!"**

Chuck Miller — *CGW*, June '94

*Raptor: Call of the Shadows* requires an IBM™ or 100% compatible 386 or better computer with 2 MEG RAM (4 MEG recommended), a VGA graphics card and 12 MEG free space on a hard disk drive. Joystick and mouse are optional. Supports all major sound cards.

All trademarks are the property of their respective owners.

Circle Reader Service #43

A003CGW

CYGNUS

**APOGEE**

SOFTWARE

P.O. BOX 18339  
DALLAS, TX 75088



# Interface

LETTERS FROM CGW READERS

## A CONNECTICUT SENATOR IN CGW'S COURT

Mr. Wilson's editorial on the video game rating system being advocated by Senators Lieberman and Kohl shows shortsightedness as to likely future avenues in PC entertainment software. Sen. Lieberman questioned the basis for an implication that there was a distinction between PC and fixed platform interactive entertainment software. Mr. Wilson failed to adequately explain that distinction in his editorial. Mr. Wilson points out the distinction between production and manufacturing of PC software and fixed platform software. The rating system would not (and should not) be concerned with the process, only the entertainment software content. Therefore the "hardware" distinction is irrelevant.

A better point is the relative "game size" between PC and video games. But, while this may hold true now, it may not be valid a few years from now. What effect the "game size" has on the length of time for review is not a strong enough argument to justify that the rating system and review panel process is flawed.

That leaves only the audience distinction. The cry that "...there is a marketplace of mature gamers" does not justify that distinction. Obviously, the game rating system was conceived with the perception that gamers come in varying ages and maturity levels; hence, the need to rate game content accordingly. Although the PC market is a "largely adult audience," who can say how long that will be true?

Already, CGW carries advertisements for CD-ROM

"ADULT" software. With such eloquent titles as "B. Babes 2," "High Volume Nudes," and "L.A. Strippers," I am sure no one expects (or would like to see) these titles be displayed alongside the next Mario Bros. cartridge in the local mall software store. As CD-ROM is quickly becoming the industry standard for entertainment software, pornography will undoubtedly cash in on the video-quality interactive entertainment revolution. Additionally, the video content of interactive CD-ROM software will allow for the most realistic portrayal of violence and gore.

Sen. Lieberman is ahead of the game. Why not establish a rating system now, before the need for such a system is overdue? Rather than complain about the makeup of the companies advocating the plan, CGW should encourage more PC software companies to become involved in the game rating system's development. Prodding your readers to write to the Senators is misdirected.

Finally, as to the "price" to be paid (sic) of "limited subject

matter, late game releases, and higher prices," we are seeing that already, without the influence of any rating system.

Mike Sullivan  
Manchester, CT

*Johnny Wilson responds: We find it very offensive to think that encouraging our readers to participate in the democratic process is misdirected. We think it is very well-directed. Further, your letter underscores some basic misconceptions regarding the issues.*

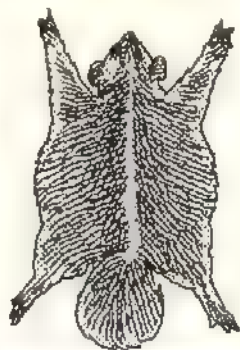
*First, our campaign for informative labeling precedes that of Senator Lieberman by many years. The July/August 1990 issue espoused clear labeling of potentially offensive content for everyone—not just children. Prior to that, we introduced the issue at a Software Publishers Association Consumer Section meeting. The senator was not way ahead of us on anything. We want to offer information rather than regulation as the key to meeting some very real needs of parents and other consumers. You suggest that the Sena-*

## The 5th Wave

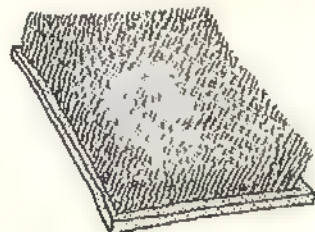
By Rich Tennant

### MOUSE PADS THAT NEVER MADE IT © R. TENNANT

#### The Road-Kill Pad



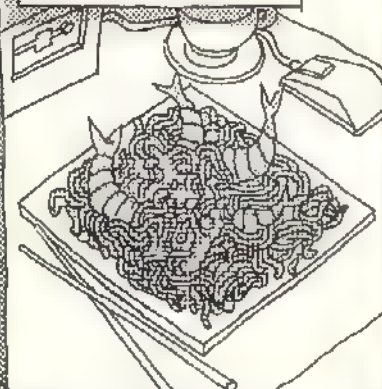
#### The Chia-Pad



#### The Plastic Vomit Pad

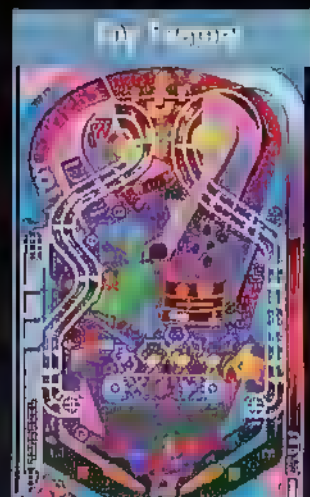


#### The Pad-Thai





# Here Are Four Good Reasons to Try Epic Pinball Today.



Award-winning Epic Pinball offers realistically fluid ball movement, a high-quality sound track and ultra-smooth scrolling graphics. It's all here: ramps, sink holes, kick-backs, drop targets, multiple-ball play, jackpots, skill shots and scoring rules just like real pinball tables.

The four tables shown above make up Pinball Pack #3. Individual packs are \$29, two packs are \$49, all three

packs are \$59 or get the CD-ROM with all three packs plus an exclusive new table for only \$64. Epic Pinball combine great pinball action with great gaming value.

**"Epic Pinball rings up a high score"** - Computer Gaming World

**"Up there with the best of the commercial releases", rated 91% - PC Format**

**"Perfect to the peak of playability", rated 5/5 - PC Power**

## Here's How To Try It.

### SHAREWARE TRY IT TODAY!

On CompuServe, GO EPIC. You can download an Epic shareware game virtually free every month and visit the Epic forum for hints, tips, technical support and to download our other shareware games. From GO EPIC you can also buy and download Epic games, like Epic Pinball, instantly. For a free CompuServe sign-up kit call (800) 524-3388 and ask for representative #536.

EXEC-PC, the world's largest BBS, lets you download Epic shareware games on your very first call. Call (414) 789-4360 (V.32bis). Or check your local BBS.

No modem? Call our toll-free line with your VISA or MasterCard ready and for \$5 we'll send you the shareware version. You may also be able find the shareware version at your favorite software retailer.



**Super Android, the upgraded shareware version, now with stereo surround sound!**



**TO ORDER CALL EPIC MEGAGAMES 1-800-972-7434**

VISA, MasterCard and Checks accepted. MD residents please add 5% sales tax. Please add \$4 shipping and handling to above prices. Each order includes a bonus shareware game. In the U.K. or Europe please call Epic MegaGames UK at 0767 260903.

Epic MegaGames, 20 Courthouse Square, Rockville, MD, 20850. Phone (301) 988-9770 Fax (301) 299-3664



tor is more visionary than we are because he wants to lump children's entertainment (video games) and more mature entertainment (computer games and multimedia) into the same ratings milieu. Frankly, I would suggest that we are attempting more for the future than the senator because we are trying to inform all consumers, not just children.

Second, we regret that we did not have sufficient space to spend three pages explaining the differences between platforms with regard to design philosophies, competitive time-frames and market controls like we did in our lengthy letter to the senator, but we assure you that they are significant. The truth is that adjusting the way computer game companies develop product to the way video game companies develop product would reduce creativity with regard to subject matter, flexibility with regard to technological development, and accessibility with regard to market sources. We don't see any of these as a good thing.

Third, we have been implementing new ad standards. The department which handles advertising is separate from that which handles editorial for obvious reasons. Most of the time, the first time that editorial staffers see ads is when the magazine comes off the press. The truth is, even if we had to "make the call" on the appropriateness of every single ad, we would find ourselves constantly torn between our respect for free speech and our desire to publish a magazine that reflects good taste.

The following are some other responses we've received on this issue:

I was appalled upon hearing about the new game ratings being considered by Lieberman and Kohl! It's absolutely outrageous. By doing what they plan to do, it would ruin the very fragile industry of computer gaming, if not totally destroy everything it stands for, which is the freedom of speech and thought. Somebody should stop them before they get any further.

Michael Doty  
Hemando, FL

Tell the government to mind its

own business and leave the gaming world alone. They need to clean up their own messes first.

R.W.B.  
Eagle River, AK

## VIRTUALLY RELEVANT

The other day, I was virtually resting (lying on the couch) and virtually listening to (reading) your magazine and I decided to use my virtual tongue (pen) and virtually speak (write) a virtual monologue (letter) about how the virtual noun (adjective) "virtual," as it is used by virtual salesmen (advertisers) is a completely meaningless word used to describe virtually anything (everything) to make it sound more interesting than it is.

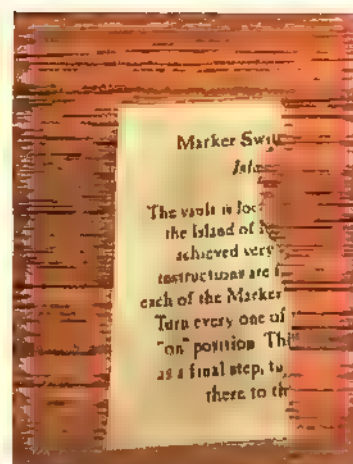
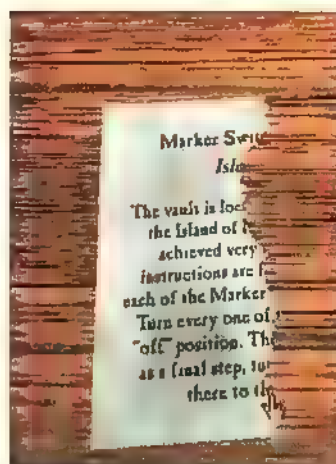
Sean Delk  
Washburn, IA

Today, we used our virtual ear (your CGW Poll card) and virtually heard (read) your virtual monologue (letter). We decided to virtually speak (publish your letter) with you and open a virtual dialogue (respond). Sean, you are absolutely right. Unless we're talking about a full immersion experience, we try to refrain from using the term "virtual reality."

## PLAY MYST FOR ME

I have been playing MYST on the PC recently, while comparing notes with my friends who have been playing it on the Mac. I have spotted a couple of possibly malicious anomalies (not bugs). Regarding the "half-a-note" found in the Stoneship Age. On the screen capture from the Mac, the clue reads "on;" from the screen capture from the PC, the clue reads "off." The clue provided for the PC is false; the game does not play out that way.

The second anomaly is also in the Stoneship Age. In the stairwells into the rock, to the underground chambers, there are doors (one to each stairwell) which lead to a third chamber. On the Mac, those doors are



**GUERRILLAS IN THE MYST** These two screens from Broderbund's MYST seem identical twins at first glance, but a crucial switch was flipped in the conversion from Mac to IBM. An innocent typo, or an intentional slight?

distinguished by a red square. On the PC, the palette has been adjusted so that the square is invisible. This is not a problem of monitor calibration; the difference between the PC and Mac versions of the shot are visible when you place both screen captures on the same screen.

I have tried to talk to Broderbund Customer Service, which transferred me to Technical Assistance. The tech said they were aware of the problem, but would not give me a name or address at Cyan to write to. A friend of mine got in touch with Broderbund via America Online and described the problem of the note; their answer was that it was a "typo."

I find that answer disingenuous. The game was put together properly on the Mac. A series of still shots were created, 2,500 in all, we are told; there should have been no reason why any of these would have had to have been done again. Someone had to do a little additional work to substitute "off" for "on" on the note. The adjustment of the palette, to make the red square invisible, is not so obviously a case of mischief; but given the clear evidence of mischief in the note, I have to suspect the palette switch was deliberate, as well. Both of these things are limited to the Stoneship Age; I would expect that someone with limited responsibility in creating the MPC version of the game thought this would be a

cute jape.

I would guess that some happy Mac partisan was thumbing his nose at poor PC users. As a graphic artist working on the PC, in a field where there is a preeminence of Macs, it is an insult I am sensitive to. Why don't I use a Mac? Because when I started using a computer with my work, the Mac was not available. And when it did come out, it was more expensive than a PC. If I made more money, maybe I'd have a Mac; maybe I'd have a car too. For a Mac user to be spitting on me for using a PC is like some motorist spitting on me for riding a bicycle.

Robert Rusick  
Rochester, NY

It seems you've got an interesting case, Robert. Perhaps an explanation from Broderbund and a patch are in order? What say you Broderbund?

## SOONER DONE THAN SAID

I think you need to do an in-depth look at Impressions Software. From European importer to computer game pact in the U.S. is a major achievement.

Lowell Denning  
Silver Spring, MD

Our company report on Impressions Software appeared in the February, 1993 issue of CGW (#103). The issue should still be available as a back issue. ☺



**FEAR.  
EXHILARATION.  
COURAGE.  
MADNESS.  
BRAVERY.  
EVIL.**

All in one little box.

**LORDS  
OF  
MIDNIGHT**



COMING IN JULY '94.

For order information call 800-695-GAME today.



# READ.ME

THE LATEST NEWS FROM THE GAMING WORLD

## Back To The Virtues

Origin System Recasts The Fate Of The Avatar

In response to early criticism of *ULTIMA VIII: PAGAN*, **Origin Systems** has reconsidered the direction of their best-selling series. In a recent interview, Origin informed *CGW* that *ULTIMA IX* would be returning "back to the virtues that made *ULTIMA* as distinctive as it was originally."

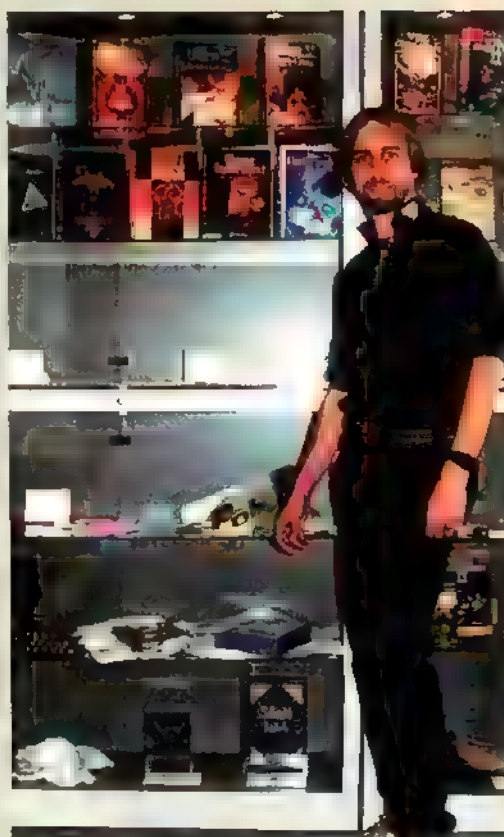
As a first step in the return of virtue, Richard Garriott, the creator of *ULTIMA* who is known to his fans as Lord British, has

given the *ULTIMA IX* helm to Warren Spector, Garriott's producer on both *ULTIMA V* and *ULTIMA VI*. Spector, a former paper game designer for **Steve Jackson Games** and science fiction novelist, told *CGW* that the first design session he chaired was begun by reading all of the gamer correspondence about *ULTIMA VIII: PAGAN*. The design team discussed the fact that there were many longtime *UL-*

*TIMA* fans who felt like the latest game design had moved too close to action gaming and strayed too far from the strengths of the series: the virtues, story and character interaction.

Spector believes that *ULTIMA IX* will be able to build on the concept of avatarhood without being as obvious as in *ULTIMA IV*, the game many believe to be the high point in the series. Spector suggested that the *ULTIMA IV* was revolutionary in its time, but still reflected a series of unconnected quests (one for compassion, one for courage, etc.) rather than the pursuit of an avatar with an integrated character. Though he wasn't certain how they would implement the quest for virtue, he was emphatic that the virtues would be a key element in the next installment. "If," he stated candidly, "we can get some of our followers who were disappointed in *PAGAN* to try *ULTIMA IX*, we don't think they'll be disappointed."

In affirming his confidence in Spector, Lord British re-



**ULTIMATE CUSTOMER SERVICE** Richard Garriot, creator of *ULTIMA*, has heard the cry of his fans, and will try to bring back the old avatar magic in *ULTIMA IX*.

minded us that he considers *ULTIMA V* to be the high watermark of the series in terms of story. He confirmed that he would be working with Spector's design team on *ULTIMA IX*, but that he needed the kind of vision Spector had displayed in working on *ULTIMA V* and *VI* in order to make a success of *ULTIMA IX*.

For a detailed discussion of the virtues of virtues, see this issue's *Scorpio's Sting* on page 29.



### We're All DOOMed To Meet On-Line

Here's your chance to confront the diabolical designers responsible for the collapse of your social life. From August 1st through the 5th, ZiffNet is hosting an on-line discussion of the sequel, *DOOM II*, with the *DOOM* design team, *CGW* editors, and *CGW* Forum Sysop Russ Lockwood. Let the designers know what you'd like to see in *DOOM II*, find out what they've been conjuring in hell's kitchen, and talk directly with the similarly afflicted. GO *GAMEWORLD* on CompuServe and post your messages in section 17, *Doom*.

As if that wasn't enough, you can also find lots of *DOOM* goodies—new levels, sound en-

hancements (Three Stooges sounds, nyuk, nyuk), editors, and hints in the *CGW* Forum. Plus you can get your questions answered and share brutally effective tactics with *CGW*'s editors and other point-blank-firing, rocket-launching maniacs like yourself.

ZiffNet is an extended service of CompuServe and carries a membership fee of \$2.95/month. CompuServe members should GO *ZIFFMEM* for details. If you are not a member of CompuServe, call 800-666-0390 to receive a sign-up kit, or have your modem call 800-346-8247 to find your local node. See you in hell!



## 3D Sound Cards From MediaVision

While Media Vision's stock has taken a beating from exaggerated company valuations, its latest contenders in the sound card arena pack a healthy one-two punch at the competition. The **Media Vision PREMIUM 3D** and **PRO 3D** sound cards use SRS 3D sound technology and are wave-table upgradable using a Korg-based daughter card. The first VESA-compliant audio cards, they come with either a single SCSI-2 or combined Mitsumi, Sony, and Panasonic CD-ROM interfaces.

The **PREMIUM 3D**'s digital audio is handled with Media Vision's **JAZZ 16** chip, which is compatible with **SOUND BLASTER** and **SOUND BLASTER PRO** digital audio. FM synthesis is handled with a genuine **Yamaha OPL3** chip.

The most impressive feature, however, is the **SRS Labs 3D** audio. SRS (Sound Retrieval System) creates a field of sound from any two speakers that seems to come from every direction, eliminating the old stereo "sweet spot." It can make mono music sound stereophonic and even enhances **QSound** (which places sounds at coordinates relative to the listener). Using SRS with a flight sim gives one a strong sensation of being in an actual cockpit.

The add-on daughter card, called the **PROFESSIONAL WAVE TABLE UPGRADE**, has a whopping 4 MBs of sound samples in ROM. The \$199 upgrade to the **PREMIUM 3-D** will also work

## PLAYING LATELY?

Here are the titles that gamers are spending the most "quality time" with. Let us know which game you've been playing lately, by writing the name of your current addiction in the "Playing Lately?" section of the *CGW* Top 100 poll card.



Results for *CGW* #119, June 1994

1. **Doom** (id Software)
2. **Master of Orion** (MicroProse)
3. **Elder Scrolls: Arena** (Bethesda)
4. **SimCity 2000** (Maxis)
5. **X-Wing** (LucasArts)
6. **Pagan: Ultima 8** (Origin Systems)
7. **Fleet Defender** (MicroProse)
8. **Privateer/Righteous Fire** (Origin Systems)
9. **Warlords II** (Strategic Studies Group)
10. **Betrayal at Krondor** (Dynamix)

I have never been much of a role-playing fan, but **THE ELDER SCROLLS: ARENA** has shown me the error of my ways. If there is such a thing as the perfect GRPG, this is it.

*Daniel Hamlett, Omaha, NE*

**DOOM**—the game of the year? I was bored after 20 minutes?

*A.S. Fischer, Philadelphia, PA*

## Notable Quotes

Wit, wisdom and caustic quips from gaming's harshest critics

Look at what MPS has done for flight sims. They have mainstreamed the closet flightjock with **FLEET DEFENDER**! And they have allowed a great

*looking program to run on an average size machine. Take note Origin!*

*Tim Verpoorten, Plover WI*

My wife wants to start a **MOO** widows support group. Psilons, *semper vences!*

*J.D. Blume, Dallas, TX*

on any sound card with a feature connector for **Creative Labs' WAVE BLASTER**. The wave table chipsets used on the Korg-based upgrade are the same that Korg uses in its X-3, i2, and i3 professional synthesizers.

The **PRO 3D** sound card is Media Vision's answer to **Creative Labs' AWE32**, but it is

aimed at gamers rather than musicians. It has a simple installation procedure and works with any General MIDI compatible game without a lot of driver overhead. In short, musicians who wish to upload their own patches to the sound card should look into **Creative Lab's AWE32**, but for the average

gamer, **Media Vision's PREMIUM 3-D** may be the ticket.

The **PREMIUM 3-D** has a suggested retail price of \$199; the \$379 **PRO 3-D** combines a **PREMIUM 3-D SCSI 2** sound card with the **Professional Wave Table** upgrade. For more information, contact Media Vision at (800) 845-5870.



## Life Is Sweet In "Chicago"

Microsoft OS Promises Easier Game And Hardware Configuration

Deep within building 12 on the Microsoft Campus, the program which may fundamentally change computer gaming was finally unveiled in an exclusive preview to the computer press. CHICAGO is the next generation, 32-bit operating system from Microsoft. It will replace the slower, 16-bit, "Windows layered on DOS approach," and it is designed to make Intel-based computers easier to use.

Boasting impressive built-in SCSI and network drivers, CHICAGO will end CD-ROM installation nightmares with its true "plug and play" SCSI-CD compatibility. And since drivers are built into CHICAGO, DOS sessions can have 600K+ free RAM without any tweaking, and could have more as the software is further refined.

The current Windows File Manager and Program Manager have been merged in CHICAGO

into a new "Explorer" file management shell. DOS games are executed by issuing a "File/Run" command from Explorer. Microsoft demonstrated this by running DOOM in CHICAGO at speeds approaching the DOS version. In the WINDOOM demo, the game ran in high resolution (640 x 480) with other Windows applications loaded.

Among CHICAGO's more impressive features are those that encompass mobile computing and remote computing. With Remote Access, users engaged in a network game at one location can be joined on their network by a remote player over the phone. And modem users will no longer use arcane "AT" commands—Microsoft's goal is for

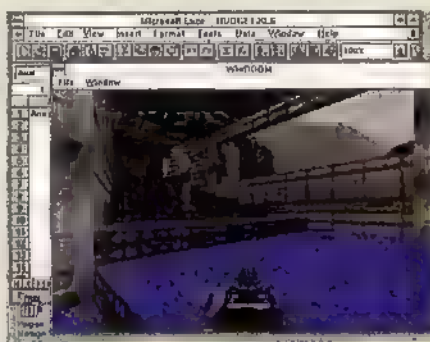
all modem manufacturers to ship their products with CHICAGO drivers to make configuration simple.

Modem connectivity promis-

game or file transfer is completed, the parties may resume their conversation.

As with modems, Microsoft expects that all hardware—especially sound cards—will ship with CHICAGO drivers. Audio installation will be in Windows. As for video, MPEG playback software is built into the operating system, and CHICAGO will also handle MPEG playback devices. Graphics are handled by WinG, a 32-bit Dynamic Link Library responsible for the port of DOOM to a Windows application. Additionally, Intel has announced a 3D graphics API for Windows called 3GR.

CHICAGO may bring the computer gaming world one step closer to the "plug-and-play" dream. Certainly, anything that will end the nightmares of installation and hardware configuration will be welcomed with open arms.



**BUDGETING HELL** If you find it tough to balance the ol' spreadsheet now, wait until CHICAGO comes to town.

es to be simplified as well. Parties may first call one another and talk before clicking an icon to switch to a data connection. After clicking again when the

## Music To The Nth Degree

Top 10 Musicians Form Band To Score Games

Members of the bands **Psykosonik** and **Information Society** have joined to create **Power of Seven Music & F/X**, a group dedicated to creating music and sound effects for games. The first game that will feature their music is a 3D action title from **Raven Software**, the group that developed **SHADOWCASTER**.

**Power of Seven** consists of **Psykosonik** bandmates Paul Sebastian, Daniel Lenz, Theocen-

tric Universe, and Michael Mayhem, **Information Society** lead singer Kurt Harland, and former **Paisley Park** producer Michael Koppelman. Collectively, the new group has recording credits for eleven Top 10 pop and dance chart hits including *Welcome To My Mind* and *Silicon Jesus* by **Psykosonik**; *What's On Your Mind* (*Pure Energy*), *Walking Away* and *Peace and Love Inc.* by **Information Society**; and **Prince's** *Gelt Off* and *Diamonds*

and *Pearls*.

Although most of their chart success has come from techno club music, **Power of Seven** insists that they will not be limited musically to any genre. The group's "interactivator," Paul Sebastian, says "Just because techno is our signature style doesn't mean we don't know how to do anything else. I'm trained classically, and Michael



**IN POP FORM** Power of Seven's Kurt Harland, Daniel Lenz, Theocentric Universe, Paul Sebastian and Mike Koppelman.

[Mayhem] is just as comfortable creating loud, distorted guitar stuff as Minneapolis-style funk."

The as yet untitled **Raven Software** game isn't the first foray into electronic gaming for the group's musicians. **Activision's** **EXCALIBUR 2097** features five instrumental tracks from



**Psykosonik.** "The Activision deal is really what got this whole thing started," says **Power of Seven** lead man Theocentric Universe. "It made us realize how natural it is for us to write music for this market, since we're hard-core gamers and all of our work is created via MIDI."

The **Power of Seven** can be reached on the Internet at pauls@bitstream.mpls.mn.

## PIPE LINE

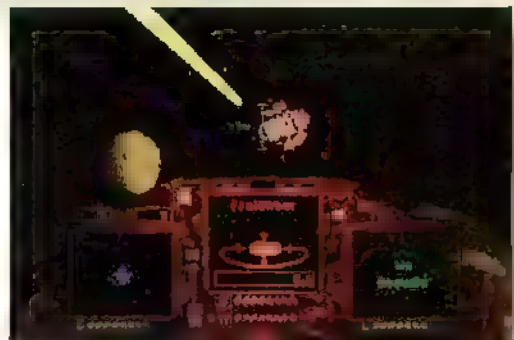
NAME OF GAME, COMPANY	RELEASE DATE
ACES OF THE DEEP Dynamix	8/94
ACROSS THE RHINE MicroProse	8/94
ARMORED FIST NovaLogic	8/94
ALL-PRO FOOTBALL Accolade	10/94
BATTLEDOOME Dynamix	12/94
BIOFORCE Origin	11/94
BRETT HULL HOCKEY Accolade	10/94
COLONIZATION MicroProse	9/94
COMMAND & CONQUER Virgin	11/94
DUNGEON MASTER 2 Interplay	4th Qtr
FPS: FOOTBALL '95 Dynamix	12/94
HARDBALL IV Accolade	11/94
HEROES OF M&M New World	8/94
IRON CROSS New World	9/94
JAGGED ALLIANCE Sir-Tech	9/94
LODE RUNNER: LEGEND Dynamix	8/94
LORDS OF MIDNIGHT Domark	9/94
MASTERS OF MAGIC MicroProse	10/94
METALTECH: EARTH SIEGE Dynamix	8/94
NOCTROPOLIS EA	9/94
PHANTASMAGORIA Sierra	10/94
SIM ANT CD Interplay	4th Qtr
SPACEWARD HO! 4.0 New World	9/94
STAR CRUSADER Take 2	9/94
STAR TREK: TNG Spectrum HoloByte	8/94
SUPERHEROES/HOBOKEN Legend	8/94
SYSTEM SHOCK Origin	9/94
WING COMMANDER III Origin	11/94
WINGS OF GLORY Origin	9/94
ZEPHYR New World	8/94

## BETABIT

### LORDS OF MIDNIGHT

**D**omark's latest project is shaping up to be a role-playing game of a different color. Walking through its free-scrolling 3D environment is a bit like playing an off-road simulator. The huge voxel generated landscape is colorful and dynamic: as a day progresses the sun will climb in the sky, and as the

What sets this game apart is the ability to play either side in the conflict. As you steadily move up in rank, the game introduces strategic concepts, allowing you to deploy fleets and affect the overall course of the war, rather than being limited by a branching plotline. The designers at **Take 2 Interactive Software** are using both Gouraud and Phong shading techniques to enhance the look of the spaceships and planets, yet have not unduly sacrificed frame



scrolling *Ultima Underworld*-style system that will allow you to look up at the ceiling and down at the floor. In addition, many changes have been made in response to criticism from players of the original. You can now hack and slash in two combat modes: a quick, automated system, and the detailed, turn-based system of the original. The auto-map has been improved graphically and functionally (it now has zoom and edit capabilities), and the outdoor, overhead travel system has been given a few positive tweaks. As in the original, your characters will have a detailed set of personal traits, including weaknesses and handicaps. This German design, based on the popular *Das Schwarze Auge* paper role-playing system, may offer much to RPGers bemoaning the decline of epic role-playing quests. Projected Release: Fall. ☛



months pass the world will reflect the seasons. We weren't able to see much of the story at this point, but it sounds unique in that you will be able to jump into the skulls of 24 different characters, and when you leave a character, he or she will intelligently go about his or her business. If this non-linear, multi-character story shapes up as well as the graphics have, we might have another **BETRAYAL AT KRONDOR** on our hard drives. Projected release: September.

### STAR CRUSADER

**W**ING COMMANDER and X-WING fans will feel like they've never left home in **STAR CRUSADER**, another in the "empire vs. the aliens" shoot-em-up genre.

### STAR TRAIL

**T**he next chapter of **Sir-Tech's REALMS OF ARKANIA** series will open to find its heroes in a completely different graphical world. The simple movement system of the original has been replaced by a free-

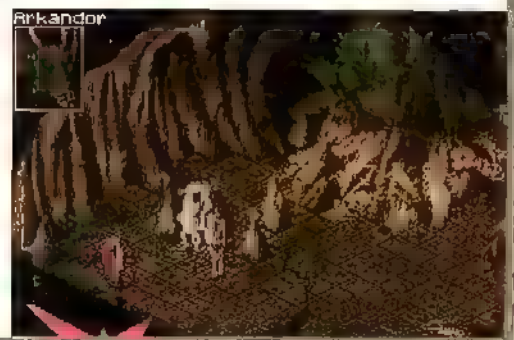






Photo by Larry Maloney

# The **BEAST** Handler

*With The Fierce Beauty Of Super VGA Graphics And The Handling Characteristics Of An Ox, NASCAR RACING Will Be One Tough Game To Tame.*

by Gordon Goble

IT STARTS WITH A DULL, FLESH-CRAWLING REVERBERATION, AND QUICKLY ESCALATES INTO THUNDER. AS IF TIED TO A CENTRIFUGE, THE UNWILLING SNAKE BEGINS TO CIRCLE WITHIN ITS CONFINES. FASTER AND FASTER IT GOES, THE SEGMENTED SERPENT TOSsing ASIDE CHUNKS OF ITSELF, ONLY TO MELD TOGETHER AGAIN AND SPEED EVER ONWARD.

NASCAR. Brutal and beautiful, it is host to some of the best drivers and arguably the tightest racing in the world, and it's coming soon to a computer near you.

It's going to look *fantastic*.

That **Papyrus Design Group** is the group of people responsible for bringing the world's premier stock car series to the PC is not a complete surprise. "First in a series from Team Papyrus Racing," it said on the packaging of **INDYCAR RACING**, and we were all left speculating as to the next logical step. This is it, and if pre-season testing is any indication, **NASCAR RACING** is yet another breakthrough product from a company that's getting awfully used to podium finishes.

Although actual wheel-to-wheel competition was impossible at this early stage of the game, it can be safely said that Papyrus has once again raised at least the graphical stakes in this game of dueling racing programs, bettering the hand laid down by **INDYCAR RACING**. Tomorrow is yesterday faster than you can say "multiple car collision" in the sphere of computer game technology, yet the word "ultimate" kept coming to mind as the early **NASCAR RAC-**

ING build flashed before my eyes.

Imagine a driver's perspective that mixes the depth, texture, and intricacies of **INDYCAR RACING** with the clarity of **WORLD CIRCUIT**, and you're getting the picture. Logos, numbers and billboards are legible

from distant vantage points, walls and barriers are rich with depth, yet suddenly smooth and flowing. Subtle track texture and crisply outlined cars are certainly easy on the eyes, and that is the *high resolution* (640 x 480 vs. 320 x 200 for **INDYCAR**) environment of **NASCAR RACING**. Papyrus is shooting for a standard-setting screen refresh rate of 30 frames per second, *doubling* the capacity of **INDYCAR**. If they even come close to their goal, this officially licensed **NASCAR** product will surely be one huge gaming step into the future.

Yet **NASCAR RACING** crew chief (and game producer) Adam Levesque is quick to inform us that the obvious striking visual achievements are not the end of the story. "We felt that with **INDYCAR** we had a great game, but we've enhanced that experience...added some flash," says Levesque, who with **INDYCAR** top gun David Kaemmer and Papyrus veteran John Wheeler make up the three man core behind **NASCAR**.

Levesque's "flash" is going to delight a grandstand full of digital racing fans. Pleasant appointments will include printer support from within the program (Levesque maintains his desire that race stats reflect real life newspaper and magazine summaries), modem and direct link capabilities (9600 baud and up only), a save game feature (probably accessible from the pit area only—in keeping with the realism that is a Papyrus staple), accelerated time, replays, and a high resolution car paint utility



But as digital racing devotees know, all that stuff is just window dressing. At any given time, 16 people have been toiling on NASCAR since its Christmas origins, and it won't go unnoticed on the track.

## Two And Three-Quarter Tons Light

Make no mistake, Papyrus wants you to know that you'll be piloting a stock car. "It's a 3500 lb. car with very little downforce...it's going to be very tough to drive," says Levesque, echoing my early opinion of the feel. In testing, the preview car was nothing short of treacherous, and racing addicts please note that a hot shot in an Indy machine won't necessarily be a quick study in a NASCAR.

The tracks of Loudon, New Hampshire and Phoenix were at the ready, but it was the smooth banking of Michigan International Speedway that would serve for this test.

Behind the wheel at Michigan's pit lane, the beast was at first set in motion with the deft sureness of an INDYCAR veteran. First reaction: "Why doesn't this car accelerate any faster?" Second reaction: "Why am I nose first in the wall?" This pattern was repeated in a frustratingly similar fashion, until I smartly decided to convince myself that each crash would be money out of pocket on the real life circuit. Using a very light foot, this cheapskate finally managed to nurse the big moose around the track for a single lap with nary a scratch on the old paintjob. (Only later did I discover that driving an INDYCAR would become quite a bit less strenuous after a few hours spent taming a NASCAR.)

But there grew a sense of confidence in knowing it could be done. Gradually the car was being brought up to speed, and while straights were no longer posing a serious threat, cornering was. An early pitch into a turn seemed to provide the best results, not dissimilar to driving a dirt-kicking sprint car. If the pitch was a little too severe, corrections could be made, but a wide line brought almost certain doom. Thankfully, the ghost-like vapor cars were there for esthetic value only, and were not crunchable (but looked superb).

## No Slap Dash

The cockpit of a NASCAR is just as one would expect from Papyrus. A stark metallic instrument panel with appropriate gauges and toggle switches fill the screen base, portions of the roll bar are visible to the side, and the front windshield is complete with supports. A wide rear-view mirror sat at the top, but as yet reflected no images. Levesque promises the eventual rear view will involve several cars and give some indication that faster vehicles are getting ready to pass. The up close and personal nature of this racing demands accuracy, and NASCAR should be ready to supply it.

For those who revel in carnage, the test version did not depict the visual results of accidents, but Levesque ensures that crashes will thrill even the morally bankrupt. "Depending how hard you hit, pieces will fall off. If the damage is not too severe, you can pit, and the crew will do their best to make repairs. Aerodynamics may be altered, but by the end of the race, cars will be in various states of disrepair. We really wanted to add 3D physics with tumbling and flipping, but we'll save that for the future." Crumpled back ends and missing hoods are just



**PHANTOM OF THE OVAL** Although this car's intentions are only rumored at press time, we suggest you watch black #3 in your rear-view mirror during the closing laps.

will expose some of the individual strengths and weaknesses of drivers. That drivers will act a little more hostile at the end of a race (and that a certain black #3 car will be, shall we say, "pushy") is speculative at this time, but some drivers will act more aggressively than others. Papyrus also promises improved AI over INDYCAR, and bump-drafting, a common occurrence in the real thing, will be perfectly legal in NASCAR. Drivers accustomed to imminent destruction as open wheel contacts open wheel, take note: these wheels are covered.

Levesque hopes to eventually portray almost all the real NASCAR circuits in the new product, and specifically mentioned Bristol as "madness...it's madness!" In all probability, some tracks will be available in add-on packs only, and licensing issues are being dealt with on a continual basis in this regard. The initial release should include Talladega (2.66 mile super speedway), Michigan (2 mile super-speedway), Atlanta (1.5 mile speedway), Darlington (1.37 mile oval—the track that's "too tough to tame"), New Hampshire (1 mile short oval),



**TREACHEROUS TURNS** Straightaways are tough, but even IndyCar won't prepare you for turning the corner at anything resembling high speed in NASCAR.

some of the treats in store for drivers with a penchant for contact.

Speaking of driving habits, it looks as though NASCAR







**ZERO TO ONE SIXTY** From the driver's seat, your view of the world seems to move even faster than the 200 mph speeds of competition.

Phoenix (1 mile tri-oval), Bristol (1/2 mile oval of "madness...it's madness!"), Martinsville (1/2 mile oval), and Watkins Glen (2 1/2 mile road course). Whether every car and team will be a digital representation of itself is also yet to be determined, but Levesque assures that "real drivers and teams will be in."

In audible developments, NASCAR will feature the vocal strains of someone (?), supplying game introduction, track announcements, and the like. Music will be orchestrated by "Team Fat," the people responsible for the melodic structure of *THE SEVENTH GUEST*, among other games. But little of this matters when driving, and in the cockpit, drivers will find themselves serenaded by the Stock Car Orchestra—engine sounds, tire squeals, air wrenches and screaming fans—complete with that great INDYCAR-type Doppler effect. The engine rumble of the test car (pumped through a small amplifier) was both definitive and wall shaking.

### The Price Of Admission

So, you think you've got what it takes, do you? Well...quick reflexes, natural skill, and a good attitude are just part of the package; there are certain other requirements that must be met to fully experience all that NASCAR has to offer. For openers,

the coffin of keyboard/crummy joystick driving control, then NASCAR definitely is. But there's more criteria to be met...

NASCAR RACING is actually two games in one. As mentioned earlier, Papyrus is going High Res with the release of their new product, but they'll also ship a Low Res (INDYCAR equivalent) version. The Low Res release will do everything the High Res can, except it will look much less pretty and accurate while doing it. It will also take up a whole lot more hard drive room in the bargain, because High Res NASCAR will only be available on...hold on to your wallet...CD-ROM. Although each race will be loaded and run directly from memory, Levesque recommends a double-speed drive for top performance.

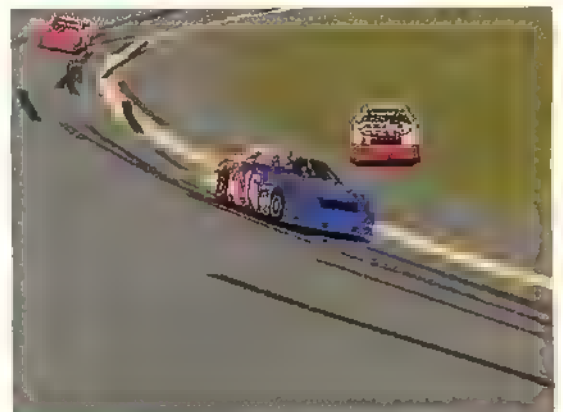
Both versions will require a 386-33 MHz unit with 8MB RAM as an absolute minimum, but if the High Res version seems at all tantalizing, be forewarned that anything below a 486-66 will result in a loss in graphic quality, manifesting itself in either a jumpy frame rate or, manually, in less detail. Also remember that the faster the frame rate, the more time you'll have to react to on-track incidents. An extra frame may mean just a millisecond difference, but



please make sure that you've got some form of top notch linear steering/acceleration/braking device. A NASCAR can be a bit of a handling nightmare, and if INDYCAR wasn't the final nail in

in racing, that's often what it takes. Personally, once I'd witnessed the High Res version, last year's technology (which looked great beforehand) just didn't crack the old coconut any longer.

It is entirely possible that, just before Christmas, legions of PC racing fans will be trying to dig up the money necessary to upgrade their computers. NASCAR RACING is on its way, and Papyrus has unintentionally introduced the one realistic element lacking from all racing sims previ-



**RED WHITE & BLUE** From color schemes to cars spinning out of control, NASCAR captures the essence of this truly American sport.

ous—hitting up sponsors for the bucks! Why, there's no better way for a driver to get up the cash to go racing: "Hello, is this Chuck's Chicken Shack? Hi, mah name is Billy-Bob Horner. Ah drive a stock car on my computer, and ah need some new equipment. If you sponsor me, ah'll win some races for ya'll, and ah'll tell all my friends! Ah guarantee you'll sell so much chicken you'll be sproutin' wings."



Gordon Gable is one of the biggest auto racing fans in Canada. He has been a contributor to *On Track* and *Formula* magazines, in addition to being CGW's resident racing sim reviewer. ☺





**Behold! Your lands grow and your herds prosper. Your armies swell and your castles dot the hilltops. On bended knee, your knights swear eternal fealty.**

## Go for the Crown.

## Impressions

Impression Software, Inc. 222 Third Street, Suite 0284, Cambridge, MA 02142

Circle Reader Service #77



# Even

# Interactresses

# Get The Blues

## Behind The Green And Blue Screens On Computer Game Sets

by Johnny L. Wilson

**I**T WILL COME AS NO SURPRISE TO FANS OF THE CINEMA THAT THE URBAN SCENERY PASSING BEHIND THE CAR IN *ON THE WATER FRONT*, AS MARLON BRANDO'S CHARACTER TOLD HIS BROTHER that he "coulda' been a contender," wasn't actually passing behind the two actors. Almost everyone knows that the movies use what is called a "process shot" to fool you into thinking that the actors are in moving vehicles. In reality, most cockpit shots in air combat movies and most driver close-ups in racing movies prior to the '70s were filmed while a rear projection screen provided the action in the background.

In general, this technique has served the film industry well. Since the camera lens is only equivalent to looking at an image with one eye, and both eyes are required to provide accurate depth perception, the camera, and later the viewer, is fooled into thinking that both the foreground scene and background footage are in the same space. Occasionally, however, the background footage would be grainy, slightly out of focus or showed images at unrealistic angles. Almost all of us can remember watching a scene and saying, "That looks fake!"

With Hollywood's growing involvement in the computer and video gaming industries, it's interesting to see what is happening in the current state of the art of game production. Software publishers have noticed that putting more realistic looking characters on the screen of a computer or video game seems to broaden the appeal of the product to a wider audience. They speculate that,

since most of the mass market is already used to seeing video images on television, they could have a potentially larger audience for their products if they could get the video to look enough like broadcast video.

### Invisible Hands

One of the most common sights wherever video for games is being taped is a blue or green wall, floor and/or screen. Whenever you see one of these in front of a camera, you'll know that one of two film processes is being used: Chromakey or Ultramatte. Both work essentially the same way and have been used for years as Hollywood special effects. The process is relatively simple. If the camera and film are set up to filter out blue or green, anything on the set that is blue or green will be invisible to both camera and viewer. Hence, if you are using the Chromakey technique and dress an actor up so that every square inch of his or her body is covered by a blue or green cloth that is exactly the hue you are filtering out, that actor will be "invisible" to the camera. If you happened to see Chevy Chase in *The Invisible Man*, you know how this technique works.

In the movies, this technique is often used to make things disappear or to have objects float around on screen without benefit of "wires." In computer games, this technique is more often used to make things *appear* rather than disappear. Often, the actors in *Activision's RETURN TO ZORK* sat or stood in front of a green screen and went through every conversational possibility for their lines.





**MAX HEADSHOT** An actress in EA's *SHOCK WAVE* is filmed against a blue screen so that a digital backdrop can be added later.

This was a stretch for the actors because they were, in most cases, looking right at the camera and trying to react with you as the player. Though shooting the footage this way is analogous to the way close-ups are filmed in Hollywood, the actors rarely had the opportunity to react with each other, like the cast of a major film or television show would react with each other on the sound stage.

This process allowed Activision to merge art generated on the computer with the film footage of the actors at a later date. In this way, they could place the actors on non-existent sets. This obviously reduces the cost of building real sets and means that companies are less likely to have to reshoot a scene because of something wrong on the set. To be sure, the camera crews and directors must be careful about shadows, foreign objects and even scuff marks on the blue or green areas because they will show up unnaturally on the computer sets when they are processed, since they are not the blue or green color that turns invisible. Also, there is the occasional horror story like Trilobyte's experience during the filming for *THE 7TH GUEST*. The blue on the screen was not exactly the right hue, so walls and areas that were supposed to be invisible turned out to be partially visible. Rather than reshooting all the footage, they

decided that the resulting blur made a decent aura around the ghostly characters of their horror story. But, not everyone intends to have ghosts on the screen.

Despite painstaking efforts and costly special effects to create digitized video in *THE 7TH GUEST*, *RETURN TO ZORK*, and *CRITICAL PATH*, the question I heard the most was, "Why doesn't it look more natural?" With *THE 7TH GUEST*, Trilobyte could artistically work every image into a ghostly apparition, and the company had spent extra time to



render all of the environments as detailed 3-D rooms. In other games, there was a problem between the computer generated sets, which worked reasonably well with the limited palette of the computer, and the myriad of real-life hues that were captured and leveled out too much by the computer palette. This causes "hot" edges on the images of the actors so that the "alias" of the image edges look like they are insects buzzing around the actors' shape and causing the images to stand out against the background like a cut-out.

Sierra tried to solve this problem by using a digital camera to capture backgrounds, then melding those digital backgrounds into the Chromakeyed area of the video for *POLICE QUEST: OPEN SEASON*. The characters still stood out, but the art team was then able to reduce the "hot" edges by "dithering," adding gray pixels in between the black pixels of the video outlines and the lighter pixels of the digitized sets. This technique is expected to enhance the video effect in Sierra's next major project, Roberta Williams' *PHANTASMAGORIA*. This tale is set in a house once owned by an illusionist who, like Harry Houdini, wanted to find out

if there was any validity to the supernatural. The gamer plays a character who has purchased the house and, as you would expect, discovers weird things happening within the house and the character's mind. So, the gamer will have to explore the house in order to get to the bottom of the mystery. To make the house and the events depicted within it more realistic, the company has in-

tegrated the Chromakey process with complete 3-D environments rendered on Silicon Graphics workstations.

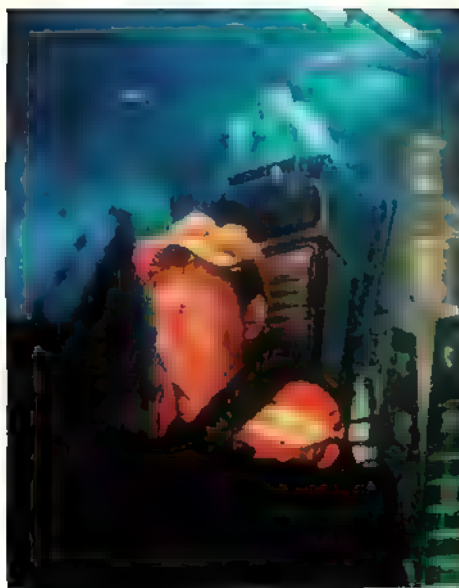
### Visible Hands

Currently, there are several projects using the Chromakey or Ultramatte process. In addition to *THE 11TH HOUR*, the sequel to *THE 7TH GUEST*, and *PHANTASMAGORIA*, there are Rocket Science's *LOADSTAR*, Access' *UNDER A KILLING MOON*, Media Vision's *THE DAEDALUS ENCOUNTER*, Origin's *WING COM-*



**THEY GET PAID FOR THIS?** Tia Carrere and co-star take five on the set of Media Vision's *THE DAEDALUS ENCOUNTER*.





**TRUCKIN'** Barry Primus plays a space trucker in Rocket Science's *LOADSTAR*. Traditional sets were built and then digitally enhanced later.



maze of heavy rail trackage while the authorities try to stop you. Barry Primus plays the trucker and Ned Beatty plays the "sheriff."

*SHOCK WAVE* is a 3DO title from **Electronic Arts** and *WING COMMANDER III* is the latest in the extremely successful series. EA's producers affectionately refer to *SHOCK WAVE* as "*WING COMMANDER* with training wheels," since you have more limited movement flying across the earth's

surface than you would in outer space, and the actual game play is more tied to flying in a definite area. Your character flies out of an orbital-based carrier and goes on missions to various earth landmarks. These landmarks have been besieged by more aliens than Erich van Daniken could imagine. Between game sequences, the story and motivation unfold.

*LOADSTAR* is a Brian Moriarty design from a Ron Cobb movie script. It features the outer space equivalent of a down-on-his-luck trucker who has to make one contraband delivery in order to earn his life's dream. The vehicles are called jump trucks and they carry cargo from the industrial zones of outer space to the residential zones of earth. In order to be able to launch the contraband-filled jump truck, you have to traverse a

surface than you would in outer space, and the actual game play is more tied to flying in a definite area. Your character flies out of an orbital-based carrier and goes on missions to various earth landmarks. These landmarks have been besieged by more aliens than Erich van Daniken could imagine. Between game sequences, the story and motivation unfold.

*UNDER A KILLING MOON* is the latest Tex Murphy mystery from **Access**. It has that hard-boiled Sam Spade feel to it, especially with the way Brian Keith coaches you in some of the video snippets. It also features Margot Kidder as the bartender.

**Media Vision's** *THE DAEDALUS ENCOUNTER* is a science-fiction tale where Tia Carrere, the love interest in the *Wayne's World* movies, plays a member of an independent space salvage crew. They go into orbiting in search of drifting wrecks, and try to recoup everything that can be resold. In this adventure, however, they find that the ship they planned to salvage is inhabited. They also discover that they have to find a way to change the ship's course before it drifts into a nearby sun.

*LOADSTAR*, *UNDER A KILLING MOON* and *SHOCK WAVE* all use a mixed approach. They are not building elaborate sets, but they have done some set design. In *LOADSTAR*, Barry

Primus sits in a cockpit with a familiar blue screen as the view screen for his cockpit. Digitized game scenes can be processed into the shot to make it look as if he is staring out into scenes from the action sequences in the game. Both *LOADSTAR* and *UNDER A KILLING MOON* have bar scenes in which tables and a bar serve as props around which the artists can digitize more detailed sets at a later date. In *SHOCK WAVE*, the company built a console for a control panel and painted it the correct hue in order to be able to project computer-generated dials, read-outs and computer screens onto it. In this way, they were able to get a hi-tech looking piece of equipment at a bargain basement price, but the actors were able to touch, lean on and look at something that was tangible.

In **Media Vision's** *THE DAEDALUS ENCOUNTER*, all of the alien sets and aliens are created by computer artists and processed in at a later point, but the actors do get to use physical props like a round orb and certain weapons to enhance the illusion that they are in the scene. On this set, we observed filming delayed for up to 15 minutes because of a scuff mark on the blue surface of the floor, since it would have shown up incongruously on the computer art for the alien deck. We were also surprised to realize that the actors were willing to work longer hours for these shoots than they work on a typical Hollywood schedule.

Chris Roberts opted not to try to digitize the aliens for *WING COMMANDER III*. The Kilrathi are combination human/puppet characters that look like something of a cross between *Planet of the Apes* and *The Dark Crystal*. Since a lot of the action takes place on large sets like throne rooms and hangar decks, it is a lot cheaper to completely render computerized sets than to try to build costly sets on the sound stage. The Chromakey approach makes considerably more sense.

There is still considerable debate, however, over the value of digitized video in computer games. If the look and feel of the characters vs. the sets does not become more credible and satisfying, this may well turn into a trend that goes the way of 3-D movies. It will be particularly interesting to see how popular the cinematic sequences in *LOADSTAR* (90 minutes of live video footage), *SHOCK WAVE* (25 minutes of full motion video) and *WING COMMANDER III* (90-100 as yet unedited minutes of video), which basically segue gamers between action sequences and provide motivation for those sequences, compared with the interactive movie style that uses digitized video in every scene. ☺



**TEX'S DIGITAL DINER** Scenes from *Access's* *UNDER A KILLING MOON* were shot using crude props that were then given a digital makeover



# HEROES

of Might and Magic

Enter an  
Era of  
Epic Battles,  
Warlords  
and Heroes.

A Strategic Quest

NEW WORLD COMPUTING, INC.

Available at your local software retailer or  
order direct from New World Computing at  
1-800-325-8898, 818-889-6070 outside the U.S.,  
or by mail: P.O. Box 4302 Hollywood, CA 90078-4302.

**NEW  
WORLD  
COMPUTING**

Circle Reader Service #152

© 1994 New World Computing, Inc. Heroes of Might and Magic is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc. All rights reserved.



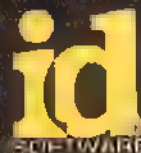


# DOOM

# DOOM'S DAY

Monday, October 10<sup>TH</sup>, 1994

The saga continues when  
**DOOM II: HELL ON EARTH**  
explodes into retail stores.



id  
SOFTWARE

DOOM, the DOOM logo and the DOOM character are trademarks of id Software, Inc. All rights reserved. Developed by id Software. Distributed by GT Interactive Software.

*Circle Reader Service #191*



## ADVENTURE/RPG

## Scorpia The Avatar



EVERY ONCE IN A WHILE, THE ROLE-PLAYING WORLD HITS a lull. This provokes a mad scramble and desperate conversations with my editors in an effort to come up

with something to write

about. The long-awaited AL-QADIM from SSI was slated for this month. As it turned out, I am one of the "lucky" few for whom the game will not run beyond a certain point. This matter is giving SSI fits, since there is no common denominator among we technologically troubled. Different DOS, different sound cards, different graphic cards, different memory managers....you get the idea. So AL-QADIM went off my list, and there was nothing in the queue to take its place.

So, after a great deal of thought (while riding

the thin edge of panic), I decided to answer a question that pops up in my mail every so often: "What's the best game you've ever played?"

My answer is unqualified. The best game I've played so far is Origin's ULTIMA IV. Now, that may surprise some people. After all, ULTIMA IV is an old CRPG, and while it has an honored place in CGW's Hall of Fame, many players have as their favorites the "latest and greatest." Yet, what do most of these "hot new games" have besides whizbang graphics, boffo sound, and slick interfaces? Not much depth or substance, in my opinion.

Let's face it, about 98% of all CRPGs can be summed up as follows: "We go out and bash on critters until we're strong enough to go bash on Foozle." That's the plot, and usually most of the supporting storyline, too.

Of course, there's nothing wrong with hack and slash. A little monster mauling now and then is always good for releasing frustrations, and we all enjoy finding those treasure piles of Neat Items. However, hack and slash, even with plenty of frills, doesn't make for a "best ever" game. To receive that label, a product must be far more substantial than mere critter chopping, and have unique aspects besides. Not many come up to those high standards, and of the ones that do, ULTIMA IV still leads the pack.

#### IT WAS IN THE CARDS

ULTIMA IV began with what was, for the time, a novel method of character creation. Most of us, I think, recall with fondness the Gypsy woman and her quasi-Tarot cards.

CONJURING UP A GAME  
FROM THE PAST,  
SCORPIA PLEADS FOR  
THE FUTURE OF  
ROLE-PLAYING

## SCRY SIGHT

A figure is beginning to form in the vaporous mists of the crystal ball. The figure appears to be a computer dressed in sequins...no, wait...that's *sequels*. It appears that many "part twos" are in the future of role-players. DUNGEON MASTER II, DARK SUN II, and the sequel to REALMS OF ARKANIAN, STAR TRAIL, may all be coming your way this Fall and Winter. DUNGEON MASTER II is being developed by Interplay, and will offer improved graphics over the original, though many elements that made the original a Hall of Famer will remain unchanged. For STAR TRAIL, Sir-Tech will also be snazzing up the look of the ARKANIAN engine and addressing many of the gameplay problems players have pointed out. While the image of DARKSUN II is a little hazy, it's quite clear that SSI will be using the same game engine with some minor tweaks.

In other visions, Spectrum HoloByte has finally signed the entire cast of Star Trek: TNG for their upcoming TNG game.

by Scorpia





This was new and different. No dice rolls, no point spreads. "Here is the situation; how do you react to it?" There were no right or wrong answers; the reading was designed to gauge your mental outlook, your morals and ethics, and give you the profession closest to them.

With many games, that's as far as it would go. You'd have your mage or fighter or bard or whatever, and play on from there. In *ULTIMA IV*, this was only the beginning of a long journey of the soul, a journey that depended on building character.

No game, before or since, has had such an objective. All others have been concerned with making you a better warrior

or spellslinger, concentrating entirely on developing physical or magical prowess. Combat is the means to this, and it is easy to see why other CRPGs have so much. It's the main way to get ahead; in some cases, the *only* way.

Now, you certainly had plenty of fighting in *ULTIMA IV*; it was how you proved your Valor.



But Valor was only one of eight virtues, and developing those other seven did *not* depend upon killing things. Character development in *ULTIMA IV* depended on how you reacted to and treated *other people*. This, game fans, is what role playing is all about.

Those whose only experience with role-playing comes from the computer versions are likely to have a skewed vision. They see RPG'ing as "Well, we make up some characters, kill critters, and haul away treasure"—the hack and slash philosophy, which caters basically to aggres-

sion and greed.

Those who have experience in people-and-paper role-playing know better. Hack and slash is a good way to get started in RPG'ing; it's easy to understand and helps players to learn the game mechanics quickly. After awhile, though, running around with nothing more to do than kill things and fill your pockets becomes boring.

That's the time when the mature role-player (of whatever age) turns to thinking of character development, the relation of his or her alternate persona to the world and the people in it. The scenarios they participate in focus more on character interaction and growth rather than endless combat, although combat still has its place; role-playing without action can be just as dull as action without role-playing.

This is extremely difficult to pull off well in a CRPG; most products simply avoid it entirely. Yet there is hope; there has been a trend of late to get some more story, at least, into the games. Perhaps, in time, actual character development may edge its way in there, too.

In *ULTIMA IV*, aside from developing the virtues, the concept that gave people the most trouble was self-sacrifice. Invariably, letters came in saying, "Hawkwind keeps telling me I still have a long way to go, but I've been giving away all my money to the beggars every chance I get! What's going on here??"

What was "going on there" was that people were forgetting that the virtue in question was *self-sacrifice*. Handing out gold is generous, but it isn't giving of yourself, which is what self-sacrifice means. Donating blood is self-sacrifice. Guarding the retreat of your comrades from the battlefield is self-sacrifice. Did backing off cost you some Valor points?

**Screen Entertainment**

**THE STAR WARS YOU'VE NEVER SEEN**

**Beyond screen savers: film secrets revealed**

**STAR WARS**

**SCREEN ENTERTAINMENT**

For Windows and Macintosh • At your favorite software retailer or call 1-800-STARWARS

You meet ALL kinds here.

Nobody asks what's your sign at the Cantina.

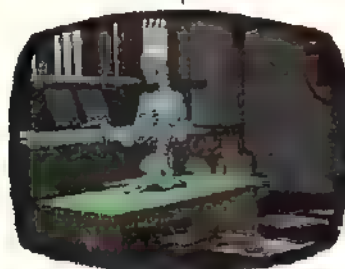




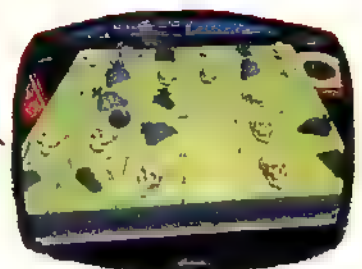
**THE 7<sup>th</sup> GUEST IS NOW AVAILABLE ON CD-i.**



The scariest look, with scalpel-sharp, stomach-turning graphics and live actors doing things people go to hell for.



The creepiest sound effects, and a terrifying digital soundtrack that'll turn your hair white faster than a career in accounting.



The hairiest experience, with an intense 3-D atmosphere so disturbingly real, you can almost smell the rotting corpses. Gross.

**CD-i**

Your fingers are numb. You're choking on a wad of bile lurched up from your ulcerous gut. And your heart is beating so violently, those veins on your forehead are visibly pulsating. You are either, a) playing the best version of The 7th Guest ever, b) on your way to cardiac arrest, or c) both. No, my friend, you shan't recover from this one.

*Virgin*

**PHILIPS MEDIA**

© 1993 Philips Media. All rights reserved. The 7th Guest © 1993 Philips Interactive Media International Limited. Licensed by Virgin Interactive Entertainment (Europe) Ltd. The 7th Guest and interactive Drama are trademarks of Virgin Interactive Entertainment Inc. Virgin is a registered trademark of Virgin Enterprises Ltd. © 1993 Virgin Interactive Entertainment (Europe) Ltd. and 7-Byte Inc. All rights reserved.

Circle Reader Service #195



# Disciples of Steel

The disappearance of your father has left Lanther without a leader. Factional infighting in the resulting power vacuum has left the realm in chaos!

In your heart, you've always known that you were the chosen one — now it's time to act! You've got to save your once-rich land by re-establishing the supremacy of the guilds.

Choose your disciples and your strategies, build vast armies to conquer or defend, heed the counsel of the lords or assassinate them — everything is under your control!

Disciples of Steel is the ultimate role-playing game, with stunning graphics and hundreds of challenging quests. Heart pounding action effects and original soundtrack make Disciples of Steel realistic. It'll amaze you with its fine attention to detail, powerful weapons, and huge array of magic spells!



How you skillfully build your strengths and defend them around you is vital.



Choose wisely, as things are rarely what they seem!



They look like ordinary men, but they're not!



that, too, is sacrifice on your part. A very different point of view was needed to get through this game.

#### GIVE ME LIBERTY

Aside from true character development there was ULTIMA IV's open design. You could go almost anywhere you wanted, any time you wanted; the game was very much non-linear. There were many things that had to be done, and quite a few objects to be obtained, but for the most part, those could be done in any order.

If you got stuck in one place, you could leave it and do something else for awhile. Many gamers are annoyed by the "A before B, B before C" setup; if you become bogged down in an area, there is nowhere else to go, and frustration sets in. ULTIMA IV managed to avoid a lot of that. Eventually, of course, everything narrows down to the endgame, but until that time, the player has a lot of discretion as to where to go and what to do.

While combat was not the main focus of the game, there was plenty of it, as mentioned earlier. What set ULTIMA IV combat apart from the others was its balance. The opponents were carefully controlled, so you wouldn't, especially at the start, be overwhelmed. You could explore the land without having to worry that a horde of orcs or a bevy of balrogs would show up and wipe you out. Anything that came along was likely to be as much as you could handle, but not so much as to require frequent saves and restores to get through the fight.

Conversation has always been a staple of the Ultimas. It's nice to be able to walk around town and talk to people. For one thing, you know the world is populated. How many games have either empty streets or roadways crawling with monsters ready to pounce? It makes you wonder if the only inhabitants left are your characters and the shopkeepers.

Another important aspect of these conversations was that people gave you information because they liked you, trusted you, or respected you. This was trust or respect you had earned by your actions during play. The closer you were to the ideal of Avatarhood, the more likely people were to tell you things.

There was none of the *quid pro quo* that infects so many games. "So, you want the location of the +30 Sword of Instant Death, eh? Well, first you must travel to the lair of the Dread Funny Bunnies, and bring back to me the Drum of Ages (batteries included)."

Nowhere in ULTIMA IV were you ever someone's errand boy. People didn't send you off to retrieve lost/stolen items as though you were some sort of pet dog. Many games today that have more than straight dungeoneering foist exactly that on you.

Now, a little of this can be okay; after all, part of a hero's job is helping people out. Unfortunately, too many products have taken this to extremes, and you end up going hither and yon, bringing this here, taking that there, and in general playing through the mid-game impersonating Federal Ex-

press. It pads the game out, and after awhile, it isn't much fun.

#### THE GOOD BOOK

Beyond all the above, perhaps the most iconoclastic part of ULTIMA IV is the ending. As a friend of mine put it, "It's the only game where the goal is to *read a book*." Not trashing Foozle, not saving the world (again), but penetrating to the depths of a dungeon to read the Codex of Ultimate Wisdom. There have been other games with non-violent endings (MIGHT & MAGIC I, MAGIC CANDLE I, to name a couple), but none quite so mind-boggling or original as that.

So now you know some of the reasons why this ten-year-old game is still #1 on my hit parade. Various aspects of ULTIMA IV have shown up in other games, but none as yet has been able to put it all together the way Quest of The Avatar did. Nothing has come along to equal or exceed it; maybe nothing ever will. I hope that's not the case, though, because that would mean the CRPG has stagnated, and this is not something any of us wants to see. We want to see designers thinking seriously about the direction of their games, breaking the mold of eternal hack and slash, and giving us, someday, CRPGs that are *really* role-playing products. It can happen. It's been done once with ULTIMA IV. It can be done again. 🐾

**"So, you want the location of the +30 Sword of Instant Death, eh? Well, first you must travel to the lair of the Dread Funny Bunnies, and bring back to me the Drum of Ages (batteries included)."**



**BUY THE PLAYER AND  
GET THE GAME FREE.  
(THAT IS, IF YOU THINK YOUR  
HEART CAN HANDLE IT)**



Magnavox CD-i 200 Player



Digital Video Cartridge



Free

**Right now, when you purchase a Magnavox CD-i 200 player and a Digital Video cartridge, we will put a 7th Guest CD-i game in your clammy little hand free of charge. Plus you get the cool game, Kether, which already comes packed inside the player box. Sure hope you have good medical coverage, buddy.**

**CD-i**

Circle Reader Service #196

\*Offer is good only at participating retailers. Offer is good until 12/31/94. Offer is good. ©1994 Philips Media. All rights reserved.

**PHILIPS MEDIA**



# All The Clues Fit To Hint

*Lands of Lore* ■ *Eye of the Beholder II* ■ *Arena* ■ *Ultima VIII: Pagan*  
*Ultima VII: Serpent Isle* ■ *Return To Zork* ■ *Sam & Max* ■ *Hand of Fate*

**S**O HERE WE ARE IN MID-SUMMER ALREADY. THE YEAR CERTAINLY seems to be going by quickly; Fred's got his eye (one of them, anyway) on the calendar, counting the days to the Annual Grues Convention in August. On the other hand, the year also seems to be going by rather slowly, as there sure haven't been too many new games released lately, and time drags when there's nothing new to play. Let's hope that situation changes for the better soon.

Before we get to the mailbag, I have an update on the DAEMONSGATE situation mentioned in the previous column. For those who didn't read that article, I related the experiences of a reader who was trying to get tech support for the game, and how he ended up having to call England to get it.

Just recently, I heard from Harold Lehman, who advised me that tech support for the game was now available in the US, and provided me with a couple of numbers. I called one of them (the 800 number, of course) and verified that Imagitec is now doing support for the game. If you have DAEMONSGATE and need help with it in any way, you can call 800-438-3566 for tech support (wow, an 800 line—a don't see that very often!), or 713-580-2148 for hints. Both lines are open 9AM-7PM central time weekdays. If you have DAEMONSGATE, I suggest you get in touch with these folks, as there is a patch available for the game, and you'll probably be needing it.

And now, on to the good stuff!

**Lands of Lore:** So ya made it through the infamous pit room without your map, and now you're wondering how to get on to the next level of the castle. Well, if you left the pit room, you went the wrong way. Just because something isn't obvious doesn't mean nothing's there. Go back in and



look around a little more carefully this time.

**Eye Of The Beholder II:** Those game multi-packs sure are good for revivals. At least, that's the only way I can explain the resurgence of questions about EOB II. Anyway, it seems that some adventurers are having a problem at the old

"Leave many things behind" sign, which was a pain back when this game first came out (some things never change). Remember, it says "many," not "every." In other words, you don't have to put something on each plate, just some of them. I hope that Xplains the matter now.

**The Elder Scrolls: Arena:** Riddles, riddles, riddles—this game is (heh) riddled with them, and a few folks are staying up nights trying to figure them out. For instance, there's the "dead men eat this, live men who eat it die slow" poser. Actually, that's an easy one; you could say there's nothing to it, in fact. Then we have the "a thief by my marks might be caught" puzzler, which is a little tricky. Many people think fingerprints, but hey, that's a little too high-tech for this era. So keep in step with the times, and don't put your foot in it.

**Pagan:** At the pentagram in the Void, some players can't get anything to happen, even though all the blackrock fragments (including the obelisk tip) have been activated. That's because position is everything here; all the pieces must be placed in exactly the right locations for the gate to open. That means putting each piece in the same relative spot on the pentagram as the path to the Titan you defeated with that piece. Once everything's in place, the rest is automatic.

**Serpent Isle:** Everyone helps the Gwani, and then they can't go any further. They're sure that one of the Gwani can tell them something about the password to open the gates to Skullcrusher, but how to get that information is another matter. The answer

to this one is by no means obvious. You need to start looking for Batlin again; once you do that, the Gwani's memory will show an amazing improvement.

**Return to Zork:** So you rented a boat, but you can't make it go, and Ben isn't talking about it (he probably doesn't rent many boats because of that). Rats! What a terrible predicament. Almost as bad as walking in on the Troll chieftain and not being able to get the necklace from him. Hint: you don't have to say a word; just look the part, and you'll get what you want.

**Sam & Max Hit The Road:** Okay, you're at the end game, you have the snoglobe in one hand, and a corked bottle in the other. You're pretty sure that cork would just fit into the bottom of the globe, but you can't get the cork out of the bottle (arrgh!). Well, of course not; ice picks weren't designed for that little job. This is where you have to get bent all out of shape, and you probably know someone somewhere who can help you with that.

**Hand of Fate:** Some adventurers have made it to town, and beyond. If they could just reach that rope, they could swing over to the other side of the chasm to see what's there. So near, and yet so far! Ah, the frustrations of gaming. Y'know, thinking is thirsty work. Why not get yourself a cool drink while you consider the matter; I believe there's a fountain located conveniently near the town entrance.

And that's all for the mailbag for now. In the meantime, if you need help with an adventure game, you can reach me in the following ways:

On Delphi: Visit the GameSIG (under the Groups & Clubs menu).

On GEnie: Stop by the Games Round-Table (type: Scorpia to reach the Games RT).

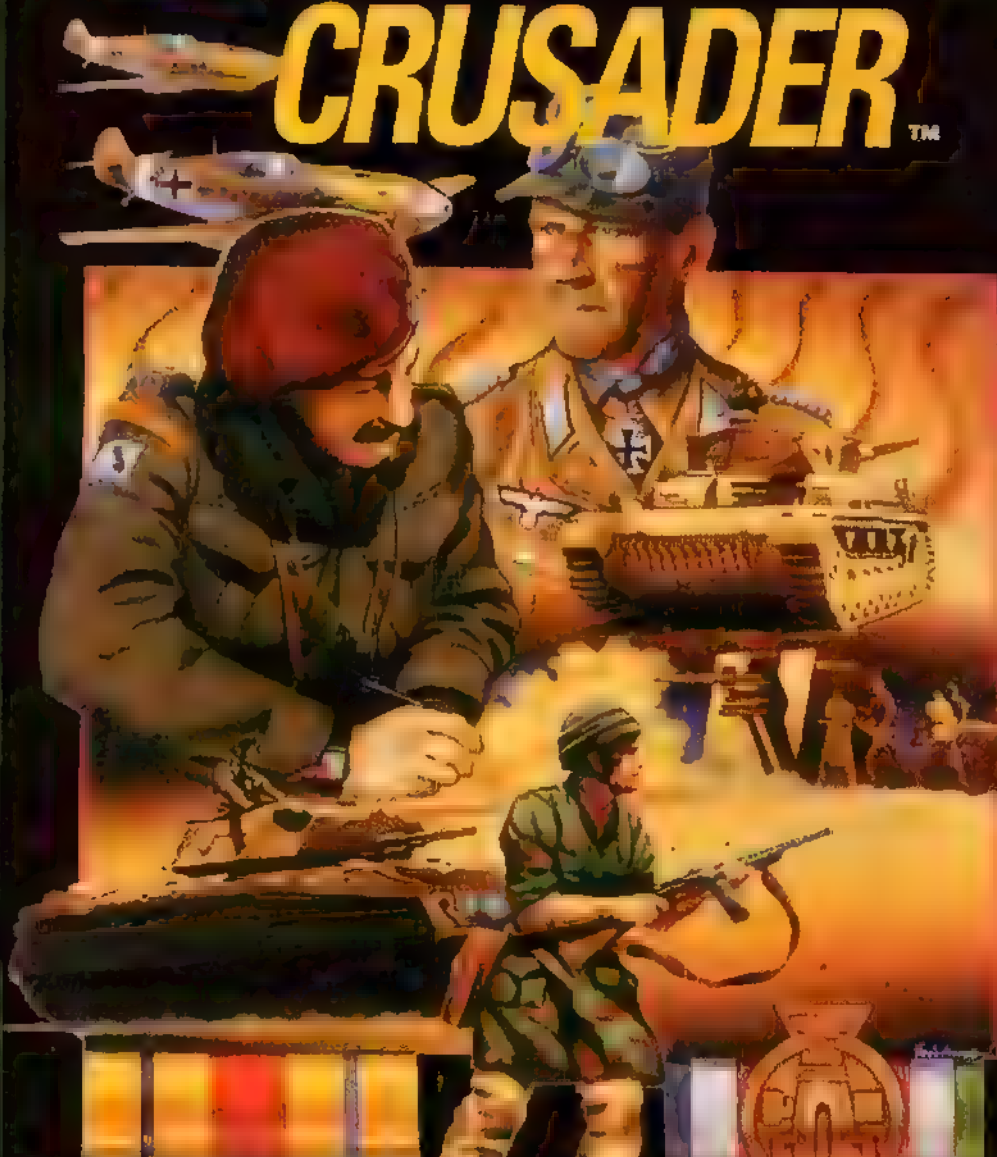
By US mail (enclose a self-addressed, stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring! ☺



# OPERATION

# CRUSADER™



Hot on the heels of the industry's first "Game of the Year" for a computer wargame, the team that brought you the award-winning **V for Victory** series has joined forces with The Avalon Hill Game Company for yet another blockbuster! Atomic Games and Avalon Hill are proud and excited to present **OPERATION CRUSADER**, the first in the new **World at War** series covering great campaigns of WWII. Set in the expansive reaches of the Libyan and Egyptian deserts, **OPERATION CRUSADER** sweeps you into the role of German Field Marshal Erwin Rommel or British General Sir Claude Auchinleck as they commit their nations' finest infantry and tanks in an all-out struggle for the Mediterranean port city of Tobruk. A series of six historical scenarios will show you first hand what open field tactics and desert combat are REALLY like. Experience for yourself the cursed Hellfire Pass and in the end see if you, too, can earn the title, "The Desert Fox".

Available at Leading Resellers, including: • Babbages • Comp USA • Computer City Electronics Boutique • Egghead • Radio Shack • Software Etc. • Walden's Software.

## The Total Combat Experience



World at War maps of North Africa



World at War battle reports from the front



World at War battle reports from the front



World at War battle reports from the front



## The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road, Baltimore, MD 21214

If Operation Crusader cannot be found locally, call TOLL FREE 1-800-999-3222

Ask for Operator CGWS

Circle Reader Service #44

Available on: IBM PC compatibles. Required: Processor 386 or better. Min. 4MB memory. HD/3.5" Floppy. Hard Drive, SVGA-VESA graphic card & monitor, support AdLib, Roland & SoundMaster cards.

Also Available on: Macintosh Color Systems, 4 MB RAM, HD req'd.



# CHIPS & BITS

Call 800-500-4263 Fax 802-767-3382  
Int'l 802-767-3033 Source 10086  
PO Box 234 Dept 10086 Rochester, VT 05767



**'STAR WARS REBEL ASSAULT'** by JVC lets you take control of a T18 Skyhopper, an X-Wing starfighter and an A-Wing starfighter. After being a trainee, pilots then defend Tatooine against Imperial attack. Features 3D graphics, full motion video, complete musical score and over a dozen levels. Has a GA rating. CD \$48



**'SUPER STREET FIGHTER II'** Take control of the original 12 street fighters with new looks and special techniques. Also four new fierce challengers. Offers 1 or 2 player, and upgraded special moves for the 12 classic warriors. \$69



**'TOTAL ECLIPSE'** Rev up to warp speed! Intense deep-space war-faroids Earth's Stellar Guard against the alien Dark-sa and their plot to destroy the Sun! Features 3D actors, 3D graphic objects, digitized sound, and CD quality soundtrack. Includes 20 rounds of gameplay with gripping terrains. 3DO \$52

## FREE SHIPPING!

Place an order for an out of stock item and receive FREE overnight shipping when product becomes available. Handling \$2 per shipment.



**'VAY'** It came from space more than a millennium ago, two lots of technology programmed for destruction. The mightiest wizards of the land joined forces to drain its power. Now the Danek Empire has partially duplicated it and your only hope is to restore power to technology that nearly destroyed the planet. CD \$48



**'SATURDAY NIGHT SLAM MASTERS'** Slammin' its way to the squared circle. A 1 or 2 player game, head-to-head competition, and 10 different muscle bound wrestlers each with the rown wrestling style. \$54

### GEN HARDWARE

4 Way Play Adaptor	\$29
6 Button Arcd Pwr Stk	\$39
6 Button Control Pad	\$19
Gen Menacer Term 2	\$46
Genesis Activator	\$69
Gen CD Bkup RAM	\$44
Gen CD Sys 2 CD	\$229
Genesis CDX Sys	\$399
Gen System 2 core	\$89
Gen System Sonic 2	\$129
Gen Team Player 2	\$36
Mega Mouse	\$32
Power Plug	\$34
Remote Arcade Pad	\$19
Remote Arcade Sys	\$36

### GENESIS ADVENTURE

Interplanetary Lizards	\$49
Jungle Book	\$56
Jurassic Park CD GA	\$49
Justice League	\$66
Lawnmower Man	\$52
Mad Dg McCrea CD	\$49
Mansn Hiddn Sis CD	\$49
Out of this World CD	\$49
Pirats Dark Water GA	\$54
Popeye	\$46
Power Rangers CD	\$46
Prince of Persia CD	\$39
Puggsy CD	\$49
Radical Rex	\$49
Rise of Dragon CD	\$46
Roar of the Beast	\$46
RoboCop Vs Terminator	\$56
Shadow of Beast 2 CD	\$52
Sherick Holms 2 CD	\$43
Shinobi 3	\$42
Sonic CD	\$42
Sonic Hedgehog 4	\$59
Space Ace CD	\$52
Spiderman & Venom	\$54
Spiderman & X-Men	\$46
Star Trk Nxt Generation	\$49
Star Trk:Dp Space 9	\$56
Strider	\$55
Sylvstr & Tweety GA	\$54
Tazmanian Escape Mars	\$52
Terminator CD GA	\$49
Time Killers	\$56
TMNT Hyperstn Heist	\$46
Who Shl Jon Rck CD	\$49
X MEN	\$44
Zombies Ate Neighbor	\$42

### GEN ROLE PLAYING

Battletech	\$54
Dark Wizard CD	\$43
Dungeon Master CD	\$44
Eye of Beholder CD	\$46
Gemfire	\$49
Heimdall CD GA	\$44
Lunar 2 CD	\$52
Might & Magic 3	\$59
Phantasy Star 4	\$79
Pirates! Gold	\$46
Revngrs Vengnc CD	\$44
Romnc 3 Kingdoms 2	\$55
Shining Force 2	\$84
Technoclash	\$42
Uncharted Waters	\$59
Vay CD	\$49

### GEN KICK & PUNCH

BattToads/Dbe Dragn	\$46
Clayfighter	\$52
Double Dragon 5	\$52
Dragon	\$56
Eternal Champions CD	\$46
Fatal Fury 2 MA-13	\$56
Juggernauts Nw Breed	\$56
King of Monsters 2	\$54
Mrl Kimbi CD MA-17	\$46
Mortal Kombt 2	\$69
Power Instinct	\$52
Rise of Robots CD	\$46
Super Street Fight 2	\$86
TMNT Tournam Ftrs	\$58
Virtual Fighters	\$79
World Heroes 2	\$56

### GENESIS SHOOTERS

Black Hole Asslt CD	\$42
Blaster Master 2	\$36
Crimo Patrol CD	\$49
Exo Squad	\$56
Gauntlet 4	\$42
Gunstar Heroes	\$19
Lethl Enlc wgn MA17	\$66
Lethl Enforcr wgn CD	\$56
Lethal Enforcers 2	\$69
Lode Runner CD	\$46
Mad Dg McCrea 2 CD	\$49
Mega Turmoan	\$36
Microcosm CD MA-13	\$49
Rebl Asst 3D CD GA	\$46
Road Blasters	\$29
Silphead CD	\$43
Skeleton Krew	\$46
Soul Star CD	\$44
Stellar Fire CD	\$42
T2 Arcade Game CD	\$52
View Point	\$54

### GEN SIMULATIONS

688 Attack Sub	\$56
Al Unser Jr Racing	\$46
Choplifter 3	\$49
F15 Strike Eagle 2	\$48
Formula 1 GP CD GA	\$46
Ground Zro Tets CD	\$54
Mario Andrt Racg GA	\$52
Mugorace CD	\$44
Monster Truck Wars	\$49
Outrunners GA	\$56
Road Avenger CD	\$42

### GEN SIMULATIONS

SeaQuest DSV	\$58
Skitchin' MA-13	\$42
Speed Racer	\$49
Super Bike Challenge	\$49
Super Off Road	\$29
Tomcat Alley CD	\$49
Top Gear 2	\$52
Virtual Racing GA	\$79
Wing Commander 2	\$68

### GENESIS SPORTS

Barkley Basketball GA	\$49
Bill Walsh Coll FB 95	\$54
Brett Hull Hockey	\$56
Cal Ripkin Baseball	\$48
College Fball 84 GA	\$52
ESPN Football GA	\$54
FIFA Interntl Scr GA	\$52
Golf Mg 36 Holes CD	\$52
Hardball 94 GA	\$56
Jammit	\$56
Joe Montana CD	\$39
Links Pro Golf CD	\$58
MLBPA Gmrd Sim BB	\$54
Madden Fball 94 GA	\$48
NBA Bbn I NBA Actn	\$49
NBA Showdown GA	\$52
NHL Hockey 94 GA	\$49
PGA Tour 3:Euro GA	\$44
Pebbl Beach Golf GA	\$49
Pele Soccer 2 GA	\$49
RBI 94 GA	\$52
Tecmo Baseball	\$58
Tecmo Hockey	\$54

### GENESIS SPORTS

Tecmo Supr Bowl GA	\$54
Troy Aikman Football	\$59
Vitate Basketball	\$52
WCW Super Brawl	\$49
WWFSW Rag Cg CD	\$42
World Champ 2 GA	\$46
World Cup USA	\$54

### GENESIS STRATEGY

Aero Biz Supersonic	\$59
BreakThru	\$46
Clue	\$44
Columns 3 GA	\$46
Dragon Fury 2 MA-13	\$46
Dune Ball for Arraks	\$49
General Chaos	\$32
Genghis Khan 2	\$55
HUMANS	\$36
Jeopardy CD	\$49
Jeopardy 2 Dix	\$49
Jeopardy Sports Edit	\$49
Liberty or Death GA	\$59
Monopoly	\$46
Nobunaga's Ambt GA	\$49
Operation Europe	\$62
Powemonger CD	\$43
Romance 3 Kingdm 3	\$53
Shanghai 2 GA	\$44
Sim City 2000 CD	\$52
Star Wars Chess CD	\$46
Super Battleship	\$45
Third World War CD	\$44
Warrior Rome 3 CD	\$54
Wheel Fortune 2 Dix	\$45

### GENESIS ADVENTURE

Addams Family	\$44
Aladdin GA	\$46
Alien Trilogy CD	\$52
Batman & Robin	\$52
Beavis & Butt-Head	\$54
Bubsy 2	\$52
Castle Wolfenstein 3D	\$54
Castlevania	\$44
DinoBlazer CD	\$56
Dracula Unleashed CD	\$43
EarthWorm Jimt	\$56
Ecco Dolphin: Td Tm CD	\$52
Hook	\$42
Hurricanes	\$52
Impossible Mission	\$52
Incredible Toons CD	\$49
Indy Jans Fl Alnt CD	\$44



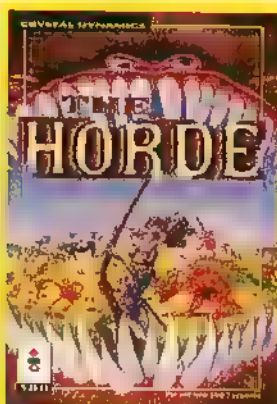
OVERNIGHT SHIPPING in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order. 4-8 day Worldwide shipping \$6 per item. Handling \$2 per shipment.

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD \$8. Defects replaced with same product. Most items shipped same day. Shipping times may vary. Pub. availability subject to change. All prices subject to change without notice.

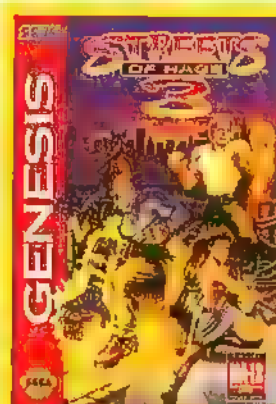
# FREE GAME OFFER\*



**'MIGHT & MAGIC 3'** Lead a party of hand-picked adventures to a rendezvous with the legendary wizard Corak. You must rid Terra of the Evil that abounds. Offers realistic sound effects and beautifully sculpted landscapes of swamps, snow, sand and fire to make the Isles of Terra come alive. **\$59**



**'THE HORDE'** is an unfloated rabble of eating machines that come in multiple sizes and cravings. The CD sizzles with live-action digitized video of the heroic Chauncey and Evil High Chancellor Offers mouth-watering texture-mapped 3D characters and digitized eating noises and other sound effects. **3DO \$52**



**'STREETS OF RAGE 3'** Snatch the Police Chief and replace him with a robot? Bomb city streets to splinters? Mr. X and the Syndicate surface once again to hatch the ultimate evil plot! Offers totally new moves, out-RAGEous 2 player combo attacks, four bone-busting endings, and thrashing digitized sound FX. **\$59**



**'DEATH AND RETURN OF SUPERMAN'** The most publicized event in comic history is now a game. The story line is recreated from the fatal battle with Doomsday through the Reign of the Superman to the Return of Superman! **\$59**



**'DUNE'** Explosions rip the sky, meta rains down & troops clash as 3 houses lock in a struggle to overtake the war-torn planet Dune. You must conquer forces, human or inhuman to secure the future of your dynasty. How far will you go to control the universe? Features 9 levels of extreme warfare & intense combat. **\$49**

## \*FREE GAME OFFER

Buy 3 in stock Super Nintendo games and choose a 4th game from the list below. Offer subject to change or cancellation without notice. Valid from July 1st through August 31st or while supplies last.

Lawn Mower Man (SNES), Pink Panther (SNES), Run Saber (SNES), Troddlers (SNES), Wizard of Oz (SNES).

### SNES HARDWARE

Championship Joystick	\$56
Power Plug	\$34
Super Link 5 Playr Lk	\$29
Super MultiTap	\$32
Super Nintendo Sys	\$139
Super Scope	\$54
Wireless Control Pad	\$42

### SNES KICK & PUNCH

Akira	\$52
Battle Blaze	\$36
Brawl Brothers	\$49
Clayfighter	\$56
Doomsday Warrior	\$46
Double Dragon 5	\$56
Fatal Fury 2	\$59
Final Fight 2	\$49
King of Dragons	\$59
King of Monsters 2	\$54
Kung Fu Legend Cont	\$56
Mortal Kombat 2	\$69
Ninja Warriors	\$56
Peace Keepers	\$54
Power Instinct	\$54
Shadow of Ninja 2	\$54
Shien's Revenge	\$56
Super Street Fighter 2	\$66
TMNT: Tournament Firs	\$56
WCW Super Brawl	\$52
World Heroes 2	\$59

### SNES SHOOTERS

Cybernator	\$39
Exo Squad	\$56
Fire Stinker	\$52
Galactic Defenders	\$56
Lethal Enforcers MA17	\$64
Operation Logic Bomb	\$39
Super Metroid	\$56
Supr Sonic Blastm 2	\$54
Total Carnage	\$49
View Point	\$54
Vortex	\$54

### SNES ROLE-PLAYING

Brain Lord	\$59
Breath of Fire	\$59
Dragon Warrior 5	\$62
Equinox	\$52
Eye of the Beholder 2	\$69
Final Fantasy 3	\$66
Illusion of Gaia	\$59
Indiana	\$56
Lord of the Rings	\$54
Luffa 2	\$56
Might & Magic 3	\$59
Runes of Virtue	\$59
Secret of Mana	\$59
Shadow Run	\$56
Ultima 6	\$59
Uncharted Waters	\$59
Warrior of Rome 3	\$52

### SNES SIMULATIONS

8 Hours	\$52
Aero Fighters	\$52
Al Unser Jr Racing	\$52
Choplifter 3	\$44
Freeway Fly Boys	\$49
Lamborghini Amer. Chll	\$46
Monster Truck Wars	\$58
Nigel Mansell	\$46
Pacific Theater Opt	\$59
Star Trek Starlit Acad	\$56
Super Battle Tank 2	\$52
Super Off Road Baja	\$49
Wild Trax	\$56
Wing Comm Sort Mis	\$49
World Champ Rally	\$58

### SNES STRATEGY

Aero Biz Supersonic	\$59
BreakThru	\$46
Genghis Khan 2	\$56
Jeopardy Sports Edit	\$52
Lemmings 2	\$54
Metal Marines	\$59
Monopoly	\$46
Operation Europe	\$62
Pinball Dreams	\$49
Risk	\$52
Sim Ant	\$42
Super Bomberman 2	\$52
Supr Caesars Palace	\$46
Super Tetris	\$49
Utopia	\$49
Wheel Fortune 2 Dlx	\$49

### SNES SPORTS

ABC Monday Night FB	\$44
Barkley Basketball	\$56
Bill Walsh College FB	\$44
Bret Hull Hockey	\$49
Bulls V Blazers	\$29
ESPN Football	\$54
FIFA International Soccer	\$52
George Foreman Boxing	\$32
Hardball 3	\$58
Jammit	\$56
Legends of the Ring	\$46
MLBPA Baseball	\$52
Madden Football 94	\$52
Mega Man Soccer	\$56
NBA Jam Session	\$59
NBA Showdown	\$46

### SNES SPORTS

NFL Team Heroes	\$54
NHL Plays Hockey 93	\$29
Pele Soccer	\$52
Siam Masters	\$59
Supr Baseball Sim 1000	\$24
Tecmo Baseball	\$69
Tecmo Supr NBA BB	\$54
Troy Aikman Football	\$59
Winter Extreme	\$54
Winter Olympics	\$54
World Cup USA	\$64

### 3DO

3DO System	\$499
11th Hour	\$59
Battle Chess	\$46
Madden Football	\$49
Rise of the Robots	\$49
Sewer Shark	\$52
Wing Commander	\$49

### GAME GEAR

GG System Sonic 2	\$129
Aladdin GA	\$32
Dynamite Headdy	\$32
Ilchy & Scratchy	\$32
Jurassic Park	\$36
Mortal Kombat 2	\$39
Ren & Stimpy Show	\$32
Shining Force 2	\$39
Winter Olympics	\$29
X MEN	\$36

### JAGUAR

Jaguar System	\$249
Alien Vs Predator	\$58
Barkley Basketball	\$54
Battle Zone 2000	\$54
Brett Hull Hockey	\$54
Brutal Sports Football	\$56
Castle Wolfenstein	\$54
Checked Flag 2	\$58
Evolution: Dino Duds	\$44
Hardball 3	\$54
Jack Nicklaus Golf	\$54
Kasumi Ninja	\$54
Raiden	\$44
Tempest 2000	\$52
Tiny Toon Adventures	\$52
Ultra Vortex	\$54

### NEO GEO

Neo Geo Gold Sys	\$569
3 Count Bout	\$189
Art of Fighting 2	\$199
Fatal Fury 2	\$199
King of Monsters 2	\$169
Samurai Showdown	\$199
Super 8 Man	\$99
Windjammers	\$199
World Heroes 2 Jet	\$199

### HINT BOOKS

Genesis Secret of Game	\$6
Sonic Strategy Guide	\$16
Turbo Grafx Secrets	\$10



# Adventures in Role Playing

*AL-QADIM Whisks Away Traditional Role Playing On Its Magic Carpet*

by Petra Schlunk



**A**T THE COMPUTER GAME DEVELOPERS' CONFERENCE THIS PAST APRIL, ADVENTURE AND ROLE-PLAYING game designers gathered in several sessions to discuss the state of their art. Under discussion were the ideas of emphasizing storytelling over traditional adventure game puzzles; having character development more dependent on accomplishing significant things rather than on killing a large number of creatures; and increasing the player's emotional involvement with the central character by limiting the number of characters in the party and increasing the player's interaction with other characters. All of these ideas seemed like good ones, and I went away from the sessions eager to see if they would actually be implemented in future games.

Just a few months later, I'm surprised to find that **Strategic Simulations'** latest game, **AL-QADIM**, incorporates many of the evolutionary changes that the role-playing game designers had discussed. In **AL-QADIM**, SSI has taken a decisive step away from their previous role-playing releases, like **RWENTLOFT** and **DARK SUN**. Many standard elements of role-playing games—

character generation, extensive exploration, complex combat and magic systems—have been removed or de-emphasized, and elements from adventure games—greater emphasis on puzzle solving and increased object manipulation—have been added. The result is a new kind of role-playing game that may point toward the future of the genre.

## THE WILLIAM OF GENIE

In **AL-QADIM**, a genie has been freed from the control of his master. A curse or a blessing? That is open to debate, but the

forces that have freed him are working to emancipate more genies with the hope of placing the newly freed genies under the control of other masters, the Nameless Masters. There is only one being who can save the world from this threat: a young corsair, the son of Zubin Al-Hazrad of Zaratana. The boy is still green, just completing his training as the story begins.

He is on his way to be wed to the Caliph's daughter. After the corsair returns to his home, his family is blamed for a shipwreck involving the Caliph and his daughter. The young corsair must now find a

way to restore honor to his family and find his betrothed who was lost when the hurricane that destroyed the ship swept her overboard.

## INTRODUCING OUR HERO

Character generation and development are quite limited in **AL-QADIM**. There is one hero who starts the game as a second level corsair with predetermined statistics. He gains experience points primarily by successfully solving puzzles, discovering things, and finishing quests. Some experience points are awarded for killing creatures, but combat is not really stressed in this game. Levels are gained after enough experience points are collected, and increases in levels are accompanied by increases in hitpoints and by the opportunity to learn new combat skills.

The interface is extremely easy to learn and to use. Movement and almost all object manipulations are mouse directed, although keyboard and joystick alternatives exist. All actions aside from movement and using projectile weapons (i.e., talking, fighting, picking up objects, breaking things, moving things, reading, etc.) occur by pressing the same key or mouse button. When you press the action key or mouse button you automatically do the "appropriate" thing with the object. In this way, the tedium of finding the right thing to do with objects—a tedium prevalent in adventure games—has been eliminated. Inventory management has also been thoughtfully designed. Important objects are either automatically picked up, or the option to

## AL-QADIM: The Genie's Curse

Price: \$54.95 (floppy),

\$49.95 (CD)

System: IBM, IBM CD-ROM

Requirements:

386-33 or

better, 4MB

RAM, VGA

graphics;

supports

Sound Blaster, Gamewave 32/Soundwave

32, Soundscape, WaveBlaster,

SoundCanvas, ProAudio Spectrum sound

cards

Protection: Manual look up

Designer: Herb Perez

Publisher: Strategic Simulations, Inc.

Sunnyvale, CA (408) 737-6800

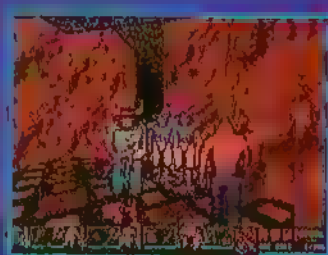




GETTING TOTALLY INTO IT IS EASY.



GETTING TOTALLY OUT OF IT ISN'T.



Enter the deep, dark realm of Hexx — a world of twisted paths and one very twisted mind. Guide four adventurers through a labyrinth of texture-mapped dungeons in an attempt to free the Gods of Magic from the grasp of an evil wizard. Where every move is from a first-person perspective. Where every step is action-packed, every graphic out of this world. "One of the best first player perspective RPG's I've ever played," says PC Action. Now at your local retailer for a very small sacrifice.

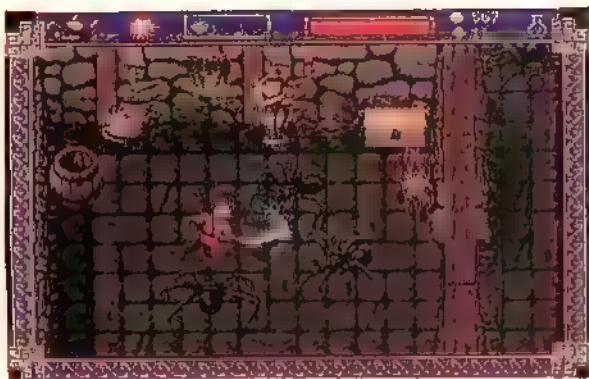
hexx

HERSEY OF THE WIZARD



Look for Hexx, Hersey of the Wizard at your favorite software retailer or call 1-800-438-7794 (GET PSY6) to order your copy today. Psychosis, Ltd., 575 Massachusetts Ave., Cambridge, MA 02139. Phone: 617-497-7794. Fax: 617-497-6759.





**TRAP-DOOR SPIIDERS** If you want to avoid being an arachnid entree, you'd better move fast!

take the object is presented when you look at it. In addition to the simplified interface, the game allows you to set the difficulty level (very easy, easy, normal, hard, very hard) which affects the strength and aggressiveness of monsters encountered throughout the game. The biggest problem with the interface is that positioning the character in order to do something specific can take a while.

The interface for AL-QADIM has been streamlined so well that even the real-time combat in this game is simple. The hero can control up to two weapons at a time: his scimitar (which becomes more powerful as he finds special objects) and a projectile weapon (either a sling or a magic shard). In any case, there is not a lot of combat and, in keeping with the supportive role that the combat plays in the story, much of it can easily be avoided. The magic shards that can be found are used to cast spells. The only requirement for casting a particular spell is that your hero be carrying a shard that contains that spell. But, while there is some magic in the game, the entire game can be played without ever using the magic system. After combat or after incurring injuries by other means, the hero can restore his hitpoints by drinking healing

potions or by visiting special locations that can magically heal him.

#### IT'S A SMALL WORLD

##### AFTER ALL

Another way in which AL-QADIM diverges from standard role-playing games is in the way that it has de-emphasized exploration. The game world is fairly small, although there is considerable variety (significant places include castles, a jail, various islands, an oasis, towns and mazes).

The travel perspective is an overhead view and there are colorful ways, like ships and flying carpets, to travel from place to place. All exploration occurs without the benefit of an automapping system. However, the mazes, dungeons, buildings and towns are all fairly small. In addition, in many of the areas, the only travel options are unidirectional, making it difficult to get lost. Even though there are a few secret doors, discovered only by walking into walls, these do not add a sufficient level of complexity to the dungeons and buildings that an automap is required.

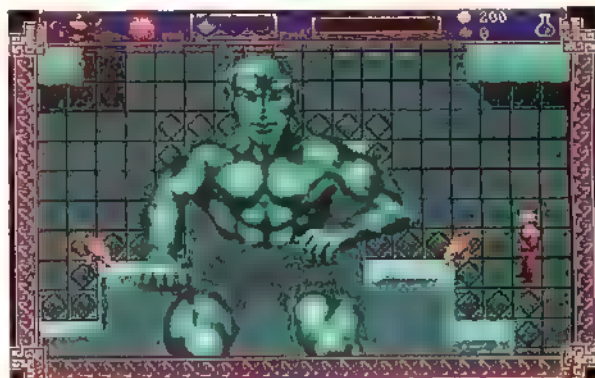
#### ON SAYING THE RIGHT THING

Conversations with the beings your hero meets form a significant part of this game. The conversations appear as text on the screen; sentences or phrases are chosen by clicking on them. The conversations are important for plot development, but the latitude for role-playing in this area is not great: you don't get anywhere if you say the wrong thing, but you generally don't get punished either.

AL-QADIM features a number of puzzles and mazes. Many puzzles are of the lever and pressure plate variety, but others involve answering questions correctly or carefully examining available items. A few of the puzzles have an arcade-like quality to them (dodging traps), but, thankfully, getting past them does not require a high level of hand-eye coordination. While solving puzzles is critical to plot advancement, the puzzles

in AL-QADIM are well-balanced, neither too difficult nor insultingly simplistic.

The game is not a standard role-playing game and it is not a standard adventure game. AL-QADIM is a story in which we get to play the main character. While we may have few choices in what to do or when to do it, the story is charming, graphically pleasing (less can be said of the music and sound effects), of reasonable length (about 20+ hours) and worth "playing." In this game, elements of both role-playing and adventure games are blended cleverly with one of the most facile interfaces to date. The game has eliminated much of the fuss that comes with role-playing



**JACUZZI OF THE GODS** Conversation with NPCs is the key to winning—but be careful about disturbing a Genie while he's skinny-dipping.

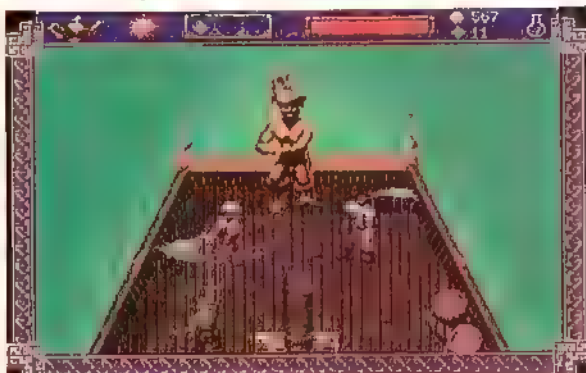
games (the nitty-gritty details, statistics, endless fighting). It has also bypassed many of the things that I view as flaws in adventure games (improbable puzzles, overly simplistic plot lines, the endless tinkering to determine which action or verb is needed to associate two items). So, while I sit quivering in fear that my favorite type of role-playing games—the gigantic, number-crunching monsters—may soon be dinosaurs in this business, I still salute the positive accomplishments of this game. Borrowing heavily from the Arabian Nights, AL-QADIM has captured the charm and wonder of those tales. ☞

#### AL-QADIM: THE GENIE'S CURSE

**RATING** ★★ ★ 1/2

**PROS** Ah, role playing without orcs and trolls! The charming setting, silk-smooth interface, and mid-level difficulty are like three blessings from Allah.

**CONS** Some might appreciate the attempt to lighten up role playing, but many hard-core fans won't be amused. The sound and music could be a bit more robust.



**WHIRLING DERVISH** Although fighting is de-emphasized, you'll still face some opponents in traditional arcade style.

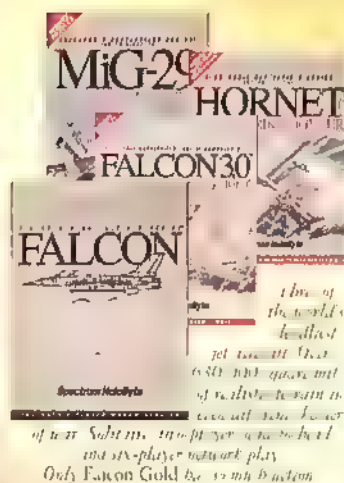




# FALCON GOLD: THE BEST-SELLING COMBAT FLIGHT SIMULATIONS OF ALL TIME NOW IN ONE HANGAR.



**The complete collection  
of *Falcon 3.0* flight  
simulations plus  
*Art of the Kill*, the  
ultimate dogfighting  
trainer, on one CD-ROM!**



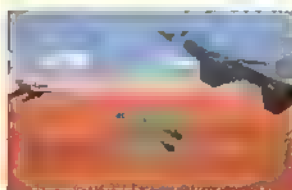
Never before has such awe-some firepower and excitement come together. *Falcon Gold* combines the newest versions of *Falcon*® 3.0, *MiG-29*™, *Hornet: Naval Strike Fighter*™, and *Operation: Fighting Tiger*™ plus *Art of the Kill*™—a tremendous value!

Experience nonstop action with updated flight models of *MiG* and *Hornet*. Face real-world tactics as you lead your squadron to victory. Enjoy explosive air combat as you dogfight and bomb your way through seven fully-animated war zones. Your gameplay decides the outcome

*Learn the secrets of air-to-air combat from the pros with Art of the Kill*

of every battle. *Art of the Kill* is the hottest live-action training ever. Learn from a pro how to maneuver and attack—then fly your own training missions.

Nothing gives you thrills this real. Nothing shines like *Falcon Gold*.



*Experience deadly air-to-air and air-to-ground combat with fully animated action*



2490 Mariner Square Loop, Alameda, CA 94501

For Visa/MasterCard orders call 24 hours a day,  
7 days a week: (800) 695-GAME.



# Aesop's Quest

New World's *INHERIT THE EARTH*  
Is An Adventure Bred In Tooth And Claw

by Allen L. Greenberg

IN HIS LANDMARK ESSAY, *BEOWULF: THE MONSTERS AND THE CRITICS*, J.R.R. TOLKIEN CHALLENGED THE NOTION THAT fairy-tale creatures belonged exclusively to stories for children. Nearly 60 years later, the appeal that fantasy characters have for adults is no longer a matter of question. Non-human races have been accepted and embraced in adult literature, just as there are also many adults who treasure and enjoy stories written by Hans Chrisuan Anderson and the Brothers Grimm. *INHERIT THE EARTH*, an adventure game from New World Computing, features an anthropomorphic cast of animals that might just as easily be found in a "Little Golden Book." The game's appearance is strikingly like that of a brightly colored children's story, and nearly all of its puzzles are intended for the beginning player, but this is by no means a game geared for young children. As they solve its various puzzles, players will find themselves moving back and forth between fairy-tale and science-fiction in a post-apocalyptic quest to recover a sacred object.

The intelligent animals that populate *INHERIT* are referred to as "morphs" as a result of their having undergone metamorphosis at the hands of human scientists. In a rather poetic introduction, a wizened morph lists the various gifts and qualities that were given to the animals, including speech and intelligence. Myste-

riously, the humans have disappeared. This leads the abandoned morphs to speculate not only as to their whereabouts, but also what other attributes the humans might have taught them had they remained on Earth. Ironically, the crea-

tures imagine humans as almost god-like, despite leftover ruins which clearly suggest otherwise. The humans have, however, also left behind several valuable objects. Among these are "orbs" capable of vocalizing a great deal of scientific information. The "Orb Of Storms," which predicts the weather and is

therefore considered a most valuable object, has been stolen from its shrine and must be recovered.

## RUNNING WITH THE DIFFBAFF

You are a fox named Rif, and you have been unjustly accused of stealing the Orb of Storms. There are many clans of morphs in addition to the Foxes, including Rats, Boars, Wolves, Elks, Cats and Dogs. Each clan has apparently retained many of the attributes associated with them in their pre-morph days. Thus, Foxes are somewhat sly, while Elks are extremely noble, and Boars are somewhat...boorish. While under the distrustful eyes of Okk the Boar and Eeah the Elk, you must prove your innocence by recovering the Orb of Storms. Your

prime motivation for putting up with this abuse is the capture of your mate, a fox named Rhene, by the Boar clan. If the orb is not returned, neither will she.

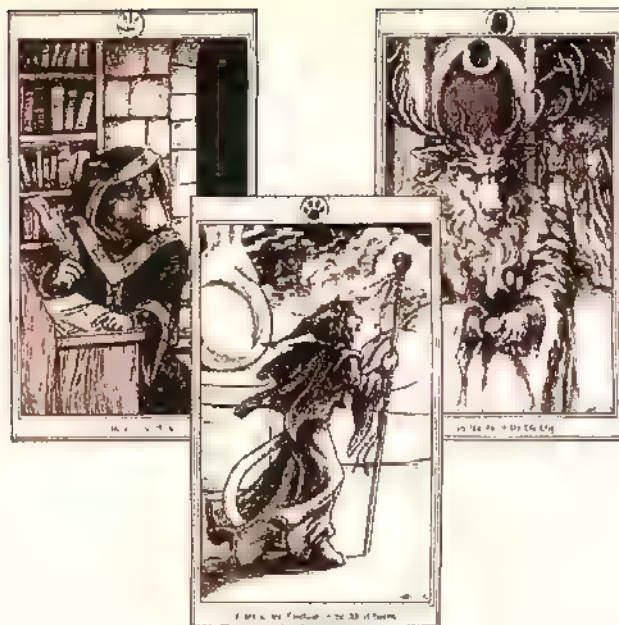
The land in which *INHERIT* unfolds is a sprawling one, and there are many locations for the fox and his traveling companions to visit. While traveling in between these locations, you are able to determine Rif's path by way of an overhead view of the continent. As the game progresses, it becomes necessary for Rif and his friends to move into the unexplored "Wild Lands." At this point, you must procure a map from Tycho Northpaw, canine cartographer. His map, however, is useful for only a portion of the Wild Lands, beyond which you will need to explore on your own. While in towns or villages, there are several streets and pathways to scout out. This can take a while, because only a very small portion of the area surrounding the lead characters is shown on the screen at one time. Among the town and city streets are buildings that are outwardly undistinguished, yet contain important objects or information. Once you have visited these buildings, it is often necessary to find them again once you have been elsewhere.

## MAZED AND CONFUSED

Much of the time you invest in *INHERIT* will undoubtedly be spent moving back and forth between its many sites. An inordinate number of locations may only be reached by negotiating mazes of varying complexities. *INHERIT* contains a number of different mazes through which Rif will find himself traveling at least a dozen different times. Mazes, of course, like any other gaming device, are a matter of personal preference. However, even the most wel-

### Inherit The Earth: Quest For The Orb

Price: \$59.95  
System: IBM  
Requirements: 286 or better (386+ recommended), 2MB RAM, VGA graphics, 8MB hard drive space, mouse; supports most major sound cards.  
Protection: None  
Designers: The Dreamer's Guild  
Publisher: New World Computing  
Hollywood, CA  
(818) 889-5600





A maniacal,

**carnage-loving**

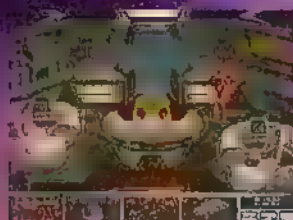
Kzinti Patriarch,

a paranoid fleet of Puppeteer

worlds, and

the entire **Kzin**

red human race **want you dead.**

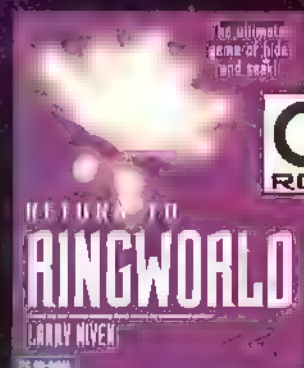


## RETURN TO RINGWORLD

Based on the award-winning book series by celebrated author Larry Niven.

You're a 29th-century fugitive, hunted by every society in Known Space. But that's what you get for preventing Puppeteer genocide and averting another interstellar Man-Kzin war. In *Return to Ringworld™*, the breathtaking sequel to *Ringworld: Revenge of the Patriarch™*, your heroic adventures force you to run and hide for your life. That is, until you seek to uncover the greatest mystery of Known Space. This riveting feature-length adventure lets you instantly alternate the action between three main characters, all within a massive play area designed for endless exploration. VGA-rendered, 3-D cinematic graphics—plus full-motion animated effects and digital stereo sound—turn science fiction into reality. Welcome back to Ringworld...and to the ultimate game of hide and seek!

Visit your local retailer or call 1-800-482-3766

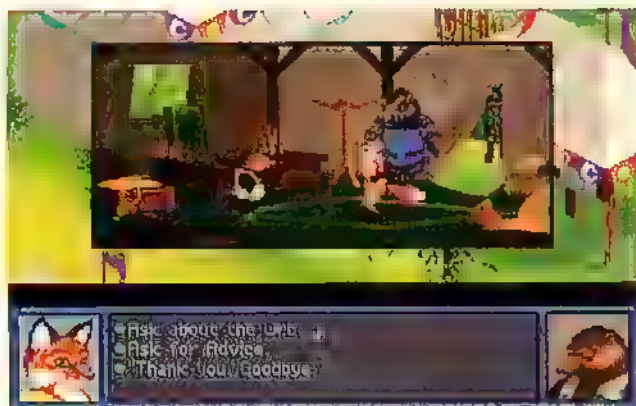


Distributed by

**TIME WARNER  
INTERACTIVE**

2210 Olive Avenue, Burbank, CA 91506





**INTERROGATING THE MOLE** This game is up to its coat closet in furry creatures. Here, Rif and gang prod the money-changer mole for clues.

come gaming challenge deserves to be dealt out in moderation, and not every player would consider maze-travel their favorite type of challenge. Clearly, several of INHERIT's mazes could have been sacrificed in favor of some other types of exercises.

Most of INHERIT's puzzles are of the simple, object-manipulation variety. Some of the time, other characters in the story are shouting hints from the sidelines, telling Rif where to go next, what objects he must find, and where to put them. There are many conversations in the story in which you must select Rif's questions and answers from a list of four or five possible choices. For the most part, the object of these conversations is to gather as much background information as possible. However, there are also a number of guards and guardians who must be tricked into allowing Rif and his followers to continue on their way.

For instance, Rif must travel to the shrine from which the Orb was stolen and convince its priestess that he is worthy of entering the shrine, and then uncover several clues there as to the nature of the thief. Elsewhere, a wise mouse, carefully hidden behind a barrier of mazes, is the

only one capable of interpreting those clues. There is the king of the boars, whose mud-entrenched dwelling hides a sign that he has been in conference with one of the earth's most dangerous clans. A dog named Tycho, the aforementioned cartographer, will assist Rif in his foray into the Wild Lands provided Rif is able to repair his ancient telescope. The science required to repair this device is hidden in one of the other

orbs, currently owned by the industrious Ferret clan. Rif will need to prove his worthiness to the Ferrets before he begins to interpret the instructions given him by their orb.

There is an island beyond the Wild Lands, where Rif will uncover some leftover human technology, now under the misguided use of the game's villainous thief. Once the thief has been discovered, the game quickly plays itself out to an abrupt conclusion which whisks the lead character back to his fairy tale origins, and leaves several plot threads either forgotten or in limbo for a possible sequel.

## UNLUCKY AND BEASTS

While INHERIT's puzzles and mazes may prove less than satisfying, there is no denying the beauty of its presentation. As already mentioned, the art and animation exude storybook charm. The background music is pleasant and the sound effects well crafted. The program's interface is well designed, and ideal for beginning gamers. Dialogue appears above whichever character is speaking, in character-specific colors. The bottom of the screen shows the face of any character with whom Rif is dealing. The bottom portion of the screen also lists familiar commands such as "talk to," "take" and "open" for dealing with

objects and other characters on the screen. Finally, a visual list of objects in inventory is also displayed. The game requires a mouse, which is used in constructing all commands, as well as indicating in which direction the lead character should move.

The opening sequence features some talented actors speaking the lines of the main characters. Unfortunately, once the sequence is over, the voices are no longer present. However, the packaging promises that a CD-ROM version of *INTERIT* will be released shortly, and will feature voice-acting throughout the game. The CD-ROM disk will also include additional material, including an extended, hopefully more satisfying, ending sequence.

There is no denying that *INHERIT* boasts a thought-provoking story, and has been put together with a great deal of artistic



**THE FOX AS THE HOUND** Rif and friends will criss-cross this map many times in sniffing out the trail that leads to the Orb of Storms.



**I'LL HUFF AND I'LL PUFF** Ok, so Rif is a fox, not a wolf, but he'll still be making plenty of house calls.

flair and talent. It's ease of use and appealing presentation will make it a very seductive program for newcomers to adventure gaming. However, it is difficult to escape the conclusion that the game's puzzles were given the least amount of attention, and that some of its many mazes were tacked on in order to extend its limited game play. This is an odd mix of a program, whose many qualities and merits are as difficult to ignore as its flaws. 🐉

## INHERIT THE EARTH

**RATING**   1/2

**PROS** A cute and cuddly story that will snare the beginning adventurer.

**CONS** Unfortunately, it seems the puzzle designer was a beginner, creating endless mazes (enough already!) and a puzzle structure that reduces you to a fantasy Federal Express courier (see *Scorpius's Sting*).



You're not the first human to battle  
the ancient alien legacy.

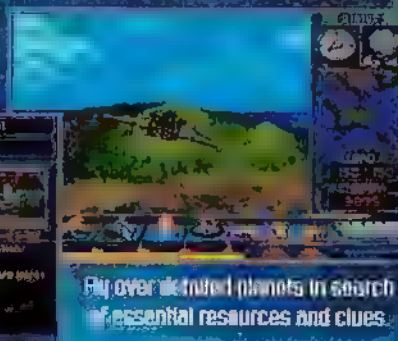
But if you lose,  
you'll be the last.



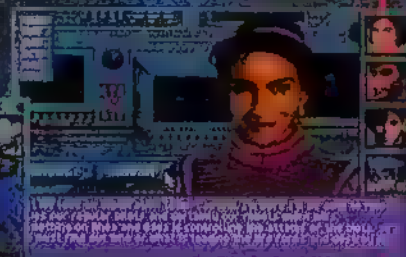
Explore space, build  
colonies, invent  
technologies and battle  
aliens to save humanity.



Control your planetwide empire and  
colonies to generate resources.



Fly over distant planets in search  
of essential resources and clues.



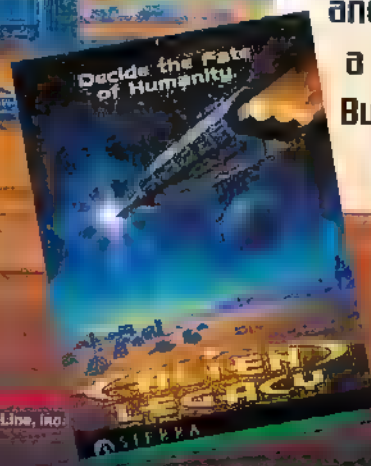
Consult your officers for  
tactical advice.

The silent planets of a distant sun  
glimmer and swirl before you. You  
command the interstellar seedship  
U.N.S. Calypso. Your mission: Explore  
and colonize as a means of discovering  
a faster-than-light propulsion device.  
But beware! The blackness around you  
is teeming with ancient mysteries.

Available for IBM PC/compatibles.

See your local retailer or call

1-800-757-7707 [offer 0843]



© and TM indicate trademarks of, or licensed to, Sierra On-Line, Inc.  
All rights reserved. © Sierra On-Line, Inc. 1994

Circle Reader Service #98



# The Toxic Humormonger

Steve Meretzky Returns With Legend's  
SUPERHERO LEAGUE OF HOBOKEN

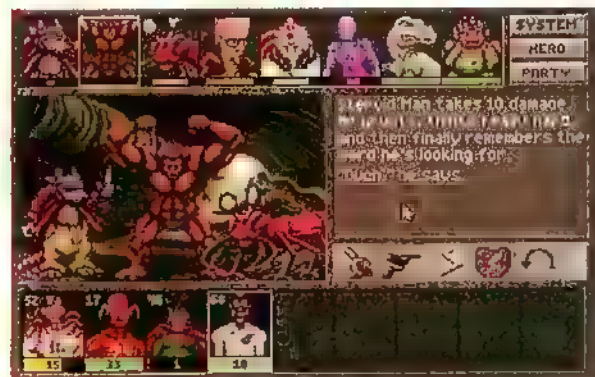
by Johnny L. Wilson

**R**OBOMOP PICTURED HIS WEED WHACKER AS A MORNING STAR AS HE BROUGHT IT TO BEAR ON THE ANIMATED piece of furniture before him. The whirring string of the garden tool ripped the cheap veneer off the Bureau-Crat, the red tape spewing chest of drawers that looked vaguely like a Disney creation seduced by the dark side of the farce. Tropical Oil Man, unable to use his superpower to increase the cholesterol level of his foes, opted to snap the Bureau-Crat's

golden days when Johnny Thunder (*All Star Comics*) would solve crimes and defeat villains by invoking a power he didn't realize he had (he would wish something after saying some gibberish); the silver days when Plastic Man would contort himself into wild and wonderful shapes the like of which Reed Richards (Mr. Fantastic of the Fantastic Four) would only be able to envy; and

Marvel's more recent attempt to inject superhero insurance policies and legal liability into the Marvel Universe with *Damage Control*. It is colorful, silly and challenging. It is extremely well-written. It's a Steve Meretzky game!

For the initiated, those who have met Floyd the Droid, foiled the famed Leather Goddesses, explored the Great Underground Empire, and graduated from Sorcerer's U, it is both a familiar and an unfamiliar milieu. It is familiar because Meretzky



**ZOUNDS!** Steroid Man looks tough, but his arteries won't stand a chance against Tropical Oil Man's high cholesterol attack.

side with a big rubber band. Iron Tummy, the man for whom Tobasco sauce was a soothing bedtime drink, scraped the front of the villain with a rusty nail, and the nightmare wardrobe disintegrated into splinters. The good guys won! Rumaging through the wreckage, Crimson Tape discovered an asbestos yarmulke in a battered drawer, which he promptly plopped on his head. Satisfied, the group lumbered off to dismantle Limburger Bombs or defeat rabid sheep. Another victorious day for the SUPERHERO LEAGUE OF HOBOKEN!

THE SUPERHERO LEAGUE OF HOBOKEN should be entertaining to anyone who remembers when superheroes were fun: the

knows how to craft stories with marvelous imagery and energy. It is unfamiliar because it is the world of the future with a darker, harder edge than most Meretzky games. It is filled with radioactivity, toxic waste, mutants and monsters, yet the stark and dark background stories are then twisted so that, rather than disturbing the player with chaos and anomie, the cataclysmic backdrop sets up the jokes. Like



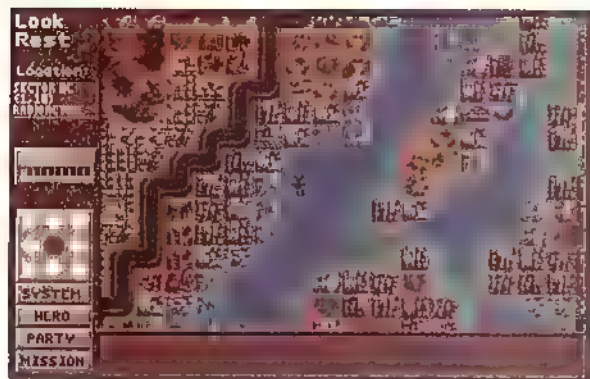
most of his games, the humor is compounded by encounters with weird, off-kilter characters like the Tupperts (monsters with air tight compartments in which to hold their prey, tending to group together into Tupper War Parties), the Terrible Twos (two-headed, infantile monsters who throw tantrums) and Marketoons (amoral creatures who attack with telemarketing). Unlike most of his games, there is a heavy duty dose of combat thrown in.

Legend Entertainment is becoming known for comedy adventures: ERIC THE UNREADY was a comic masterpiece and COMPANIONS OF XAN'TH was somewhat weak as a game, but full of Piers Anthony-style humor. In THE SUPERHERO LEAGUE OF HOBOKEN, Legend has gone beyond the boundaries of graphic adventures and interbred their traditional fare with elements of computer role-playing. Role-players will enjoy creating a party of characters with



**LEAPIN' LAB RATS!** The Superheroes visit a rival league, only to discover what they already know—they're a bunch of rodents.





**GO JOISEY!** The Superheroes will wander the streets of a topologically correct New Jersey. Even the stench of the Hackensack River is authentically modeled.

four attributes (Brawn, Toughness, Brains and Health) plus a primary superpower and, potentially, several secondary superpowers. They may not like the fact that they cannot generate these characters themselves. They should also like the less linear construction of the game.

Like many CRPGs, the game is mission-based. Players get their missions from Matilda the Computer and gain experience points whenever they successfully complete a task. You start by creating a party of superheroes and moving across a tile-based map, exploring the terrain of the northeastern portion of the United States square-by-square. Interestingly enough, Meretzky did a detailed study of the topography of this region and, since the game's introduction posits melting ice caps as part of the cataclysmic setup, figured out which areas of Newark, Paterson, Hoboken, and New York City were most likely to be flooded as a result.

As the party moves from square to square, the landscape is revealed from an overhead perspective, much like the exploration in *SID MEIER'S CIVILIZATION*. Many of the tiles feature familiar spots. One level has Shea Stadium and another has the Statue of Liberty. Each of these special locations allows you to enter one of the adventure game sequences.

#### **ZAP! BIFF! POWIE!**

Occasionally, the party will either surprise some urban nasties or be ambushed by some whenever they uncover a square. In these cases, combat is handled and resolved much like an updated *WASTELAND*. The main difference is that the nasties are absurd creations from the fecund mind of Mr. Infocom, Steve Meretzky, and the weapons are even goofier than some of those used in Harry Harrison's hilarious *Stainless Steel Rat* series of comic cosmic super spy novels.

Combat is phased so that one party resolves all of its attacks, then the other party resolves their attacks. Typical of role-playing games, the first rank of party members may attack with hand-to-hand weapons or ranged weapons, while those in deeper ranks may only use ranged weapons or their superpowers (essentially, equivalent to thrown spells in a more traditional fantasy game).

Unlike typical role-playing games, superheroes can also kibitz with the other heroes instead of actively engaging in an attack. Although the concept sounds pretty useless, the combat system usually gives an attack bonus to whichever hero has been kibitzed. For example, if the Iron Tummy criticizes Robomop's combat stance,

Robomop's chance to hit the nasties is improved for that turn. The party also has the opportunity to flee at the end of any round in which one hero is still conscious. Of course, there is always the chance that the party will lose a valuable weapon, artifact or piece of armor, but discretion is often times the greater part of valor.

If the party is successful in combat, each character gleans experience points and there is a very good chance that they will find some treasure. Even though the treasure is often found in weird places like crusty, old pizza boxes, these repositories of goodies can be booby-trapped. So, as in most role-playing games, you'll need someone to "detect traps" before opening those treasure chests. That's where a party member like Mlle. Pepperoni (with the power to see into unopened pizza boxes) comes in.

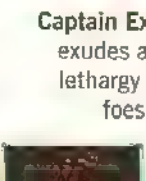
Role-players will like the fact that characters improve their superpowers or gain secondary powers as they succeed in combat,



**The Crimson Tape**  
has a knack for  
organizational charts.



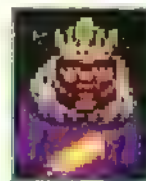
**Oxide Man**  
the power to  
induce rust.



**Captain Excitement**  
exudes an aura of  
lethargy that puts  
foes to sleep.



**King Midas**  
his touch can turn  
anything into a muffler.



**Princess Glovebox**  
the incredible power  
to refold road maps.



**Mlle. Pepperoni**  
able to see inside  
closed pizza boxes.



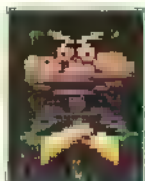
**The Caped Cod**  
really good at  
treading water.



**The Mighty Magnitude**  
the ability to raise any  
quantity by the power  
of 10.



**RoboMop**  
can clean almost  
any mess.



**Tropical Oil Man**  
able to raise the  
cholesterol levels  
of foes



**Toast Buster**  
can vanquish baked  
goods.



**Zaniac**  
has the power  
of confusion.



**Treader Man**  
really good at treading  
water.



**The Iron Tummy**  
can eat spicy food  
without distress.







**CLUB MELTDOWN** Enjoy many lovely vacation spots in post-apocalyptic Pennsylvania. Here, you can recover a healthy glow in radioisotope baths.

and that the league of superheroes can move up in levels, just like those in more traditional role-playing games. Though players may be unhappy at first that they cannot generate their own characters, they should enjoy the fact that as the league's reputation is enhanced and the heroes advance upward in levels, more and more characters want to join their particular league.

#### MISSION IMPOSSIBLE

Role-players may also find it frustrating that there aren't any conversational elements in the combat encounters. Howev-

er, that may not be as much of a problem since the game is not strictly a CRPG. It also features adventure elements. Indeed, each mission is actually a mini-adventure. You travel across the map and discover a specific locale. When you enter that locale, you also enter the COMPANIONS OF XANTH interface. The locales are explored in the way you would explore a location in Xanth, and the missions are solved as you would a graphic adventure puzzle.

The major difference is that you can discover the locales in most any order and that the puzzles are simpler than those in most of Legend's adventures. They are also more ridiculous than those in most—with the possible exception of XANTH. For example, Level 1 requires you to solve five different missions, including: the dismantling of a Limburger Bomb, dealing with a herd of rabid sheep, foiling the invention of an anti-commercial ray, fixing a computer that is treated as a holy oracle, and the removal of mass quantities of jalapeno peppers. Sometimes, the puzzles can be solved with

something as simple as the use of a superpower, and sometimes they require the acquisition of an item from elsewhere.

As with the XANTH interface, clicking on a given object will often cause new verbs to appear in the verb list at the side of the action window. If only one new verb shows up, clicking again on the object will create the logical command with that verb. If several new verbs show up, you'll have to choose the best verb.

Within the adventure game locations, there are additional "rooms" to explore. In the various marketplaces, these may be hardware stores, pawnbrokers, shaman's tents or weapons shops. In old ruins like the SHIL headquarters building, these may be additional rooms. At any rate, these other "rooms" will show up on the compass rose in the lower left-hand corner of the screen as new directions to travel. Clicking on the compass rose will cause a "Yes or No" dialogue box to appear on-screen which will enable the party to exercise or decline the option of entering these supplementary locations.

Within the supplementary locations are non-player characters. These characters are open to limited conversations and, particularly for merchants, these conversations can become repetitive and redundant. Nonetheless, there are some humorous conversational gambits to be tried with these and other characters, and such lines can be easily selected from short menus of possible phrases.

#### DOCTOR, DOCTOR

The goal of the game is to thwart the overall bad guy, Dr. Entropy, in his quest to prevent civilization from undergoing a rebirth. The Superhero League of Hoboken is a group of misfits who are considered to be incompetent. As the Crimson Tape, you are expected not only to assist civilization in becoming a phoenix, but to restore the reputation of these mutants who have grown beyond the power of mortal men. Accomplishing this task will require clever puzzle-solving, astute management and solid combat tactics.

Frankly, I think that adding the role-playing elements to THE SUPERHERO LEAGUE OF HOBOKEN helped improve the pace of the game, since you never know when you are going to be ambushed, and provides variety between the adventure-style puzzles. It is a unique and clever blend of adventure and role-playing that makes it ideal for beginners and veterans of both genres. ☺

**Experience erotic virtual romance with Girlfriend!**  
Forget limited mouse menus, canned dialog, frustrating riddles.  
Enter a world of beautiful virtual women where you can ask anything!

You won't be battling any goons to "get the girl" - just your own exhibit ones! Express your secret fantasies using your keyboard! She'll respond with feminine charm on your CRT or sound card (optional). Watch her reactions in VGA color! If you're tired of sex fi games that you've mastered in 5 days, maybe it's time to try your hand at a "real" virtual woman!

No cartoons - these are real digitized images! *Girlfriend Liso* (PG-13) \$59.95. *Girlfriend Teri* PG-13 \$69.95. *Girlfriend Speaks* Sound Booster add on \$29.95. Add \$4 S&H. Ask about adult-rated versions! Circle reader service number below for more info, or call: (800) 324-AIVR

**AIVR Corporation**

709 Langco #106, Dept CG408, Richardson, TX 75081 USA (214) 235-4999

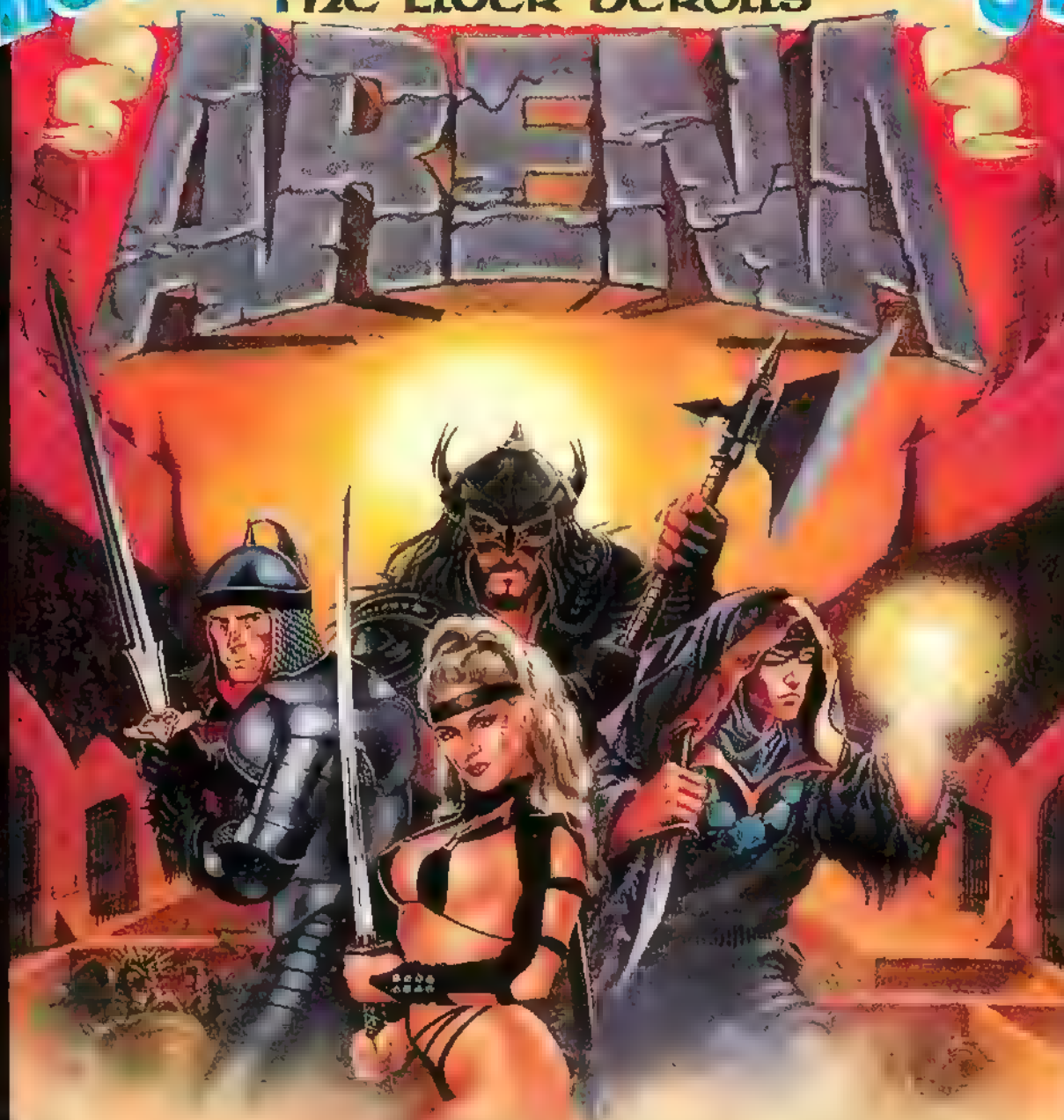
Circle Reader Service #13



**"Sum it up in three words: GO GET ARENA."** —Zach Meston, *Computer Player*

# The Raves Keep Rolling In!

## The Elder Scrolls



**"Every few years a landmark game revolutionizes an entire genre...TES:Arena is that game. No other game has captured the feel and essence of role playing like this one. You must play this game: it has no equal."**—Kevin Perry, *Computer Game Review*

**...it may well be the game that establishes the new formula in RPG's.**—Johnny Wilson, *Computer Gaming World*

**TES:Arena surpasses all other role playing games in depth and realism! A must buy for RPG fans!"**—Rueo Ceccola, *Electronic Games*

**"Graphics, sound, playability...Arena has it all!"**—Prodigy

**TES:Arena and Arena Hint Book now available. Visit your local retailer or order direct (1-800-677-0700) Dept. C7**

**BELTESDA SOFTWARES**

Copyright © 1994 Bethesda Softworks. All rights reserved.  
Circle Reader Service #40



# CHIPS & BITS

Call 800-699-4263 Fax 802-767-3382

Int'l 802-767-3033

Source 10086

P.O. Box 234 Dept 10086 Rochester, VT 05767



**THRUSTMASTER F-16 FLC'S** A versatile stick with virtually unlimited programmability. It looks and feels like it was ripped out of the jet. The ultimate edge for any flight sims. Offers a grip modeled after the F-16 Fighting Falcon, four 8-way hat switches, and a dual stage trigger and 3 strategically placed buttons. \$119



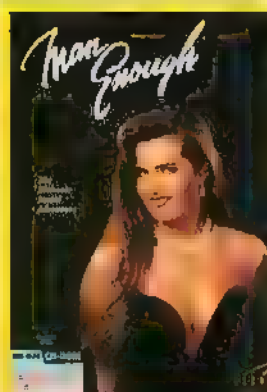
**'SERF CITY: LIFE IS FEUDAL'** Use thousands of serfs to create a kingdom that can challenge and overtake opposing settlements. Offers a complete economic system that the computer tracks. Fill your kingdom with 24 building types, feed serfs from five food staples, and make use of five natural resources. \$39



**'DISCIPLES OF STEEL'** Your sacred quest is to save your once rich and vast land from total destruction. You must unite the people of Lanathor to defeat the evil hordes. Offers amazing 3D adventure, control up to 8 disciples, stunning graphics, huge array of magical spells, and hundreds of quests. \$34

## FREE SHIPPING!

Place an order for an out of stock item and receive FREE overnight shipping when product becomes available. Handling \$2 per shipment.



**'MAN ENOUGH'** Five women and you. They want it all. But it's not going to be easy. An interactive social adventure. Man Enough features almost an hour of live-action video, stimulating dialogue, which comes to life through digitized speech and 320 x400 enhanced VGA graphics. \$39



**'THE VIDEO GAME SOLUTION CD'** Have you ever played a game, got as far as you could, but just weren't able to finish? Would you like to be invincible, have unlimited lives or grand scores, discover hints that aren't in the manual or help line or see the graphics and concepts of a game before purchasing it? NOW YOU CAN! CD \$29

### IBM-HARDWARE

### IBM-HARDWARE

### IBM-HARDWARE

### IBM-ADVENTURE

### IBM-ADVENTURE

### IBM-ADVENTURE

Acoustic Resrch P 22	\$72	Media Concept Sblstr Clon	\$39
Acoustic Resrch P 42	\$159	MS Flit Sim 5 w/ GPAJ	\$49
Acoustic Resrch P570	\$319	NEC 3XE CD Drive	\$549
Acoustic Resrch P622	\$239	NEC 3XI CD Drive	\$459
AdLib Sound Card	\$34	Notebook Gameport	\$42
Advncd Gravis UJrnsd	\$129	PC Symphony Adlib Cmpit	\$29
Advncd Gravis UltraMx	\$185	Pilot Control Stand	\$19
Altec ACS 100 Speakers	\$69	Pro Audio Spect 16 Bas	\$104
Altec ACS 150 Subwfr	\$109	Pro Audio Spectrum Plus	\$89
Altec ACS 200 Spkr	\$209	Pro Audio Studio 16	\$169
Altec ACS 3 Spkr Sys	\$169	Real Mgc CD ROM Up	\$599
Altec ACS 300 Sp wSb	\$249	Real Magic Lite	\$289
Altec ACS 50 Speakers	\$79	Real Magic Video Up	\$359
Auto Cockpit	\$189	Sony SR59 Speakers	\$14
CH Weap Control Sys	\$69	Sound Blaster 16 ASP	\$214
Cyberman	\$79	Sound Blaster 16 Basic	\$119
Flight Cockpit	\$219	SB Blstr 16 MCD ASP	\$179
Flight Control Stand	\$18	SB Blstr 16 Value	\$108
Flight Stick	\$35	Sound Blaster 32 AWE	\$263
Flight Stick Pro	\$57	Sound Blaster Deluxe	\$79
Game Card 3 Automatic	\$25	SB Blstr Discvry CD 16	\$299
Gravis Analog Joystick	\$29	SB Blstr Gmbldr CD 16	\$379
Gravis Analog Pro Jystk	\$34	SB Blstr Omni CD Drive	\$209
Gravis PC Game Pad	\$19	SB Blstr Powered Spkr	\$25
Jet Stick	\$24	Sound Blaster Pro Dlx	\$79
Labtec CS-1000 Spkr	\$75	Sound Blaster Pro Value	\$85
Labtec CS-1200 Spkr	\$84	Sound Blaster Value	\$59
Labtec CS-1400 Spkr	\$99	SB Blstr Vid Spgrl Win	\$199
Labtec CS-150 Spkr	\$14	SB Blstr Voice Assist	\$42
Labtec CS-550 Spkr	\$24	Sound Galaxy BX2	\$48
Labtec CS-700 Spkr	\$32	Sound Galaxy NX2	\$59
Labtec CS-800 Spkr	\$30	Sound Galaxy NXPRO	\$109
Labtec CS-900 Spkr	\$69	SGlxy NXPRO 16 Mmd	\$299
Mach 3 Joystick	\$27	SGlxy NXPRO16 SCSI	\$139
Maxx Cobra Flightstick	\$59	SGlxy NXPRO Mmd Kd	\$249
Maxx Control Yoke	\$54	Sound Machine	\$94

### IBM-ADVENTURE

Sound Machine Pro 16	\$139
Sound Man Wave	\$189
Snd Star Snd Enhancer	\$9
SoundMan 16	\$99
Thrustmstr Driving Sys	\$114
Thrustmaster FCS Pro	\$99
Thrust FCS Pro UProm	\$14
Thrustmstr FLC System	\$119
Thrustmstr Flight System	\$59
Thrustmstr Game Card	\$25
Thrustmstr Rudder Sys	\$99
Thrustmstr WCS Mark 2	\$94
Thrustm WCS2 LPROM	\$14
Universal Cockpit	\$219
Video Blaster	\$299
Virtual Pilot	\$85
Virtual Pilot Pro	\$84
Voice Blaster	\$39

### IBM-ADVENTURE

7th Guest 2:11th Hr CD	\$54
7th Guest CD	\$48
Advent Will Beam VGA	\$24
Advent Will Beamish CD	\$24
Alien Legacy	\$42
Alone in the Dark	\$34
Alone in the Dark CD	\$48
Alone in the Dark 2	\$34
Alone in the Dark 2 CD	\$48
Altered Destiny	\$29
Amazon	\$16
Animation Classics	\$39
Beneath a Steel Sky CD	\$39
Beverly Hills 90210	\$19

Bioforce	\$48
Bioforce CD	\$52
Blake Stone Episode 1	\$9
Bloodnet	\$39
Bloodnet CD	\$43
Blue Force: Next of Kin	\$42
Blue Force: Next Kin CD	\$39
Blues Brothers	\$25
Buccaneers CD	\$48
Castl Wolfstn 3D MD 2	\$24
Castl Wolfstn 3D MD 3	\$24
Castle Wolfenstein CD	\$42
Castle Wolfstn-Spr Dast	\$29
Chaos Continuum CD	\$44
City 2000 CD	\$34
Companions of Xanth	\$32
Companions of Xanth CD	\$33
Conan CD	\$26
Conquest Robin Hd VGA	\$24
Conquests of Camelot	\$15
Conspiracy CD	\$39
Corridor 7	\$28
Corridor 7 CD	\$29
Covet Action	\$6
Come Does Not Pay	\$12
Critical Path WIN CD	\$48
Cruise for a Corpse	\$19
Curse of Enchantia CD	\$23
Dark Ha I	\$9
Dark Seed	\$36
Dark Seed CD	\$39
Darkseed 2	\$42
Day of the Tentacle	\$35
Day of the Tentacle CD	\$42
Death Gate CD	\$35
Don't Go Alone	\$8

Doom	\$45
Doom CD	\$48
Doom Episode 1	\$12
Dracula	\$34
Dracula CD	\$35
Dracula Unleashed CD	\$47
Dragon's Lair 2 Tm Wrp	\$34
Dragonsphere	\$25
Dragonsphere CD	\$48
Dreamweb	\$36
Dune CD	\$49
Earth Invasion WIN	\$24
El Grito DJagur CD WIN	\$48
Elf	\$24
Epic	\$32
Eric the Unready	\$24
Eric The Unready CD	\$35
Escape Dead Zone CD	\$48
Evolution	\$29
Evolution CD	\$29
Fascination CD	\$39
Flashback	\$32
Fourplay WIN	\$19
Fred Phks Frontl Phrm	\$24
Fred Ph. Fml Phrm CD	\$33
Fred Ph. Fmlr Phrm 2	\$44
Free DC	\$8
Freelancer 2120	\$42
Freelancer 2120 CD	\$42
G-force	\$19
Gabriel Knight	\$39
Gabriel Knight CD	\$45
Gamma Force	\$6
Gateway	\$13
Gateway 2 CD	\$32
Gateway 2 Homeworld	\$32

Gateway Collect 1&2 CD\$36	
Goblins CD	\$19
Goblins 2 CD	\$19
Goblins 3 CD	\$19
Guy Spy CD	\$29
Hand of Fate	\$29
Hand of Fate CD	\$39
Harvester CD	\$48
Heart of China EGA	\$34
Heart of China VGA	\$19
Heaven and Earth	\$32
Hemlock	\$17
Hell Cab CD	\$44
Hired Guns	\$36
Hook	\$32
Horde	\$44
Horde CD	\$48
In Extremis	\$42
Inca	\$19
Inca CD	\$19
Inca 2	\$24
Inca 2 CD	\$24
Indy Jones 4 FI Atlantis	\$36
Indy Jones FI Atlantis CD	\$42
Inherit the Earth	\$36
Inherit the Earth CD	\$36
Innocent Until Caught	\$34
Inspector Gadjet	\$34
Iron Helix CD	\$56
Isle of the Dead	\$31
Jack the Ripper	\$39
Jagged Alliance	\$48
Jonny Quest	\$26
Journeymen Project CD	\$46
Journeymen Projct 2 CD	\$52
Jurassic Park	\$36



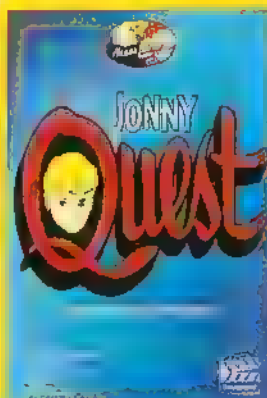
CONSUMERS: INTERNATIONAL \$100.00 per item. FR, HI, AK APO, FPO \$4 per order. 4-6 day Worldwide shipping \$6 per item. Handling \$2 per shipment.

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD \$8. Defects replaced with same product. Most items shipped same day. Shipping times may vary. All sales final. Call for details.

# FREE GAME OFFER\*



**'X-COM: UFO DEFENSE'** You control X-COM, formed by the world's governments to fight the alien menace. Shoot UFO's down and use soldiers to investigate the site. Make all the crucial decisions, complete ground missions to help your scientists, and tackle the aliens with automatic rifles and rocket launchers. **CD \$39**



**'JONNY QUEST'** Take off with Team Quest as they follow the trail of the stolen Splinter of Heaven. What does this ancient bit of meteorite have to do with the sudden fluctuations in the Earth's magnetic field? Offers 3D raised perspective for exploration, combat sequences, and a full cast of interactive characters. **\$26**



**'WAR GAME CONSTRUCTION SET 2: TANKS'** A tactical, tank-based war game construction set. Players construct an army and participate in small scale confrontations using tanks and tools of war from 1918 to 1991. Features authentic tanks, random scenario generator and choose from 12 different time periods. **\$39**



**'INTERACTIVE ENTERTAINMENT'** the world's first CD MAG, is an episode of interactive television for your CD Rom. Devoted to entertainment software, IE features full-motion reviews, talking previews, multimedia hints and tips, and interactive video interviews with key figures in the gaming industry. **CD \$9**



**'7th GUEST: 11th HOUR'** Sequel to 7th Guest except the stakes are higher, the puzzles more clever and the return visit even more unsettling. Solve puzzles and investigate clues that take you through Saul's haunted house with movie like plot twists, special effects and music soundtrack. **CD\$54**

## \*FREE GAME OFFER

Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

### SPEND \$60 GET

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhall 3.5, Trump Castle 2 Data Disk 1 or 2, 3.5 or 5.25, Gunship 5.25, Pirates 5.25, Star Legions 5.25, Magic Candle 2 5.25, MacArthur War 5.25, Crime Does Not Pay 5.25, Warlords 5.25, X-Men 5.25

### SPEND \$100 GET

Airborne Ranger 5.25, Tegel's Mercenaries 5.25, Command HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Megatraveller Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3.5

#### IBM ADVENTURE

#### IBM ADVENTURE

#### IBM ADVENTURE

#### IBM ADVENTURE

#### IBM EDUCATIONAL

#### IBM EDUCATIONAL

KGB	\$17	Mixd Up Faery Tale EGA \$14
King's Quest 5 VGA	\$32	Mixd-Up Faery Tale VGA \$29
King's Quest 5 WIN CD	\$41	Mixd-Up Mother Goose \$29
King's Quest 6 VGA	\$45	Morph Man CD \$29
King's Quest 6 CD	\$39	Myst CD \$48
King's Quest 6 Upgr'd CDS\$24		No Mouth & I Must Scream \$44
King's Ransom	\$36	No Mth & I Mst Scream CD \$44
King's Ransom CD	\$38	Noctropolis \$48
Kronolog: Nazi Paradox	\$36	Noctropolis CD \$52
Labyrinth of Time CD	\$47	Nomad \$35
Lands of Lore 2	\$42	Nomad CD \$36
Lands of Lore 2 CD	\$46	Out of this World \$18
Laura Bow 2	\$24	Out of this World 2 CD \$45
Laura Bow 2 CD	\$24	Pep's Adv in Time VGA \$29
Leather Goddesses 2	\$39	Phantasmagoria CD \$49
Legend of Kyrandia	\$32	Police Quest 1 VGA \$19
Legend of Kyrandia CD	\$32	Police Quest 3 VGA \$24
Leisure Suit Larry 1 EGA\$16		Police Quest 4 DOS/WINS\$39
Leisure Suit Larry 1 VGA\$19		Police Quest 4 CD \$39
Leisure Suit Larry 5	\$34	Prince of Persia \$25
Leisure Suit Larry 5 VGA\$24		Prince of Persia 2 \$42
Leisure Suit Larry 6	\$42	Quantum Gate WIN CD \$45
Leisure Suit Larry 6 CD	\$39	Quest for Glory 1 \$18
Loom	\$19	Quest for Glory 1 VGA CD \$39
Lost Files: Sherlock Hlms	\$26	Quest for Glory 3 \$24
Lost Treasures of Infocom	\$32	Quest for Glory 4 \$38
Lost in Time	\$19	Quest for Glory 4 CD \$44
Lost in Time CD	\$19	Red Shift WIN CD \$47
Lunatics CD	\$42	Return To Zork CD \$44
Magic Death CD	\$26	Return of the Phantom \$34
Magic Pockets	\$18	Return of the Phantom CD \$38
Man Enough CD	\$39	Return to Zork \$44
Manhole	\$24	Riftwar Legacy VGA \$39
Maniac Mansion	\$18	Ringworld \$35
Mario is Missing CD	\$44	Ringworld CD \$38
Martian Memorandum	\$24	Robinson's Requiem \$42

Robinson's Requiem CD \$42
Robocop 3 \$32
S D I \$8
Sam & Max Hit the Road \$34
Sam & Max Hit Road CD\$42
Screen Antics WIN \$19
Secret Monkey Island VGA \$23
Secret Monkey Island 2 \$21
Shadow Caster \$28
Shadow of Comet CD \$47
Simon the Sorcerer \$32
Space Quest 1 VGA \$16
Space Quest 4 CD \$37
Space Quest 4 VGA \$28
Space Quest 5 VGA \$36
Spawn \$44
Spercasting 101 \$19
Spirit of Excalibur CD \$22
Star Reach \$36
Star Trek 25 Anniversary \$26
Star Trek 25 Annivrs CD \$54
Star Trek Judgment Rites \$33
Star Trk Str Flt Acad CD \$52
Starship \$29
Stellar 7 CD \$24
Superhero of Hoboken \$34
Suprhero of Hoboken CD \$34
System Shock \$48
System Shock CD \$52
Teenage Mut N nja Turtles \$9
Terminator 2029 \$29
Terminator 2029 Op Scr \$19
Terminator Rampage \$42
Terminatr Rampage CD \$45
Terror of the Deep \$36
Terror of the Deep CD \$36

The Dig \$40
The Prophecy \$19
Treasure Hunters, Inc CD \$48
Tuneland CD \$48
Ultimate Domain \$39
Ultimate Domain CD \$44
Under a Killing Moon CD \$55
Uninvited \$8
Universal Neverlock \$39
Voyager CD \$48
Walker \$32
Warriors of Legend \$18
Where in Spac Crmn Dlx \$39
Where in USA Crmn Dlx \$45
Where in USA is Carmn \$29
Where in World Carmn \$29
Where in Wrld Crmn Dlx \$44
Where in World Dlx CD \$54
Who Killed Sam Rupt CD\$24
Wing Comm Ultim 6 CD \$29
Wrath of Gods CD WIN \$44
Yserbius \$26
Zombie Dino CD \$48

#### IBM EDUCATIONAL

Aesops Mmdia Fabls CD\$30
Alge Blaster Plus \$32
Annabi's Ancnt EgptCD \$52
Auto Insight \$29
Auto Map \$39
Body Insight \$29
Boom Box \$12
Castle of Dr Brain VGA \$19

Children's Write/Publish \$42
Clock Works \$19
Dinopark Tycoon \$34
Dinosaurs CD \$48
Don Quixote CD \$24
Dyno-Quest \$29
EcoQuest Strch Cetus CD \$29
EcoQuest VGA \$32
Fatty Bear's Bday Srprs \$32
Fatty Bear's Funpck CD \$34
Fatty Br's Wrld Gms CD \$44
Fatty Brs day Surprs CD \$38
Island Of Dr Brain VGA \$29
Island of Dr Quandy \$26
Jack and Beanslalk CD \$34
Last Chnc See WIN CD \$38
Mario Teaches Typing \$24
Mario Teaches Typg CD \$48
Mavis B. Teaches Type \$28
Mavis B. Tch's Typg WIN \$34
MS Gallery: London CD \$45
Microsoft Dinosaurs CD \$42
Milmdra: Vivaldi WIN CD \$24
Orbits: Voyage Solr Sys \$24
Oregon Trail WIN \$34
Oregon Trail WIND CD \$39
Print Shop Deluxe \$49
Print Shop Dlx Bus Grph \$26
Putt Putt Goes to Moon \$42
Ptt Pt Goes to Moon CD \$44
Putt Putt Joins Parade \$32
Putt Pt Joins Parade CD \$48
Putt Putt's Funpack CD \$34
Putt Putt's Fun Pak \$19
Quirky Guys Trb Sci VGA\$29
Reader Rabbit 2 WIN \$29

Rodney's Funscreen \$19
Scooler's Magic Castle \$32
Scooler's Magic Castle CD \$34
Secret Island Dr Quandy \$29
Slater & Char e CD \$42
Slatr & Chrl Go Campng \$29
Softw Twlks Refnc CD \$79
Stickybr Parls of Speech \$32
Stickybear Reading \$24
SS Gizmos & Gadgets \$26
Wacky Funster \$9

#### IBM ARCADE

500 CC Race Bike \$29
Allan Breed \$19
Aliens Ala My Babysitter \$27
Breakthru W N \$36
Capitol Punishment \$37
Capitol Punishment CD \$29
Crazy Cars \$25
Creepers \$34
Dr Doom's Revenge \$9
Dragon's Lair 3 \$34
Dragon's Lair CD \$34
Dragon Lr Esc Sng's Cst \$34
E Mohon \$8
Eight Ball Deluxe \$38
Finale \$3
Fire & Forget \$24
Goblins 3 \$19
Goblins VGA \$16
Guy Spy \$24
Incredbl Machine 2 WIN \$29
Incredible Toons \$29



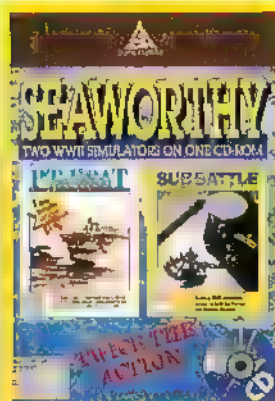
# CHIPS & BITS

Call 800-699-4263 Fax 802-767-3382

Int'l 802-767-3033

Source 10086

PO Box 234 Dept 10086 Rochester, VT 05767



'SEAWORTHY' includes PT Boat Simulator and Sub Battle Simulator. In PT Boat Simulator you are the skipper of a PT Boat during WW2. Missions will pit you against ships, planes and shore batteries. In Sub Battle Simulator you command one of three U.S. Navy submarines or three German U-boats. CD \$18



'UNDER A KILLING MOON' transports you to the virtual world of the feisty detective Tex Murphy. New feature allows you to save and splice scenes together. Digitized voices & sound effects and an amazing level of detail & freedom of movement make this game visually & aurally stunning. CD \$55



'HAND OF FATE' is the second title in the Fables and Fends series. Follow an offbeat young mystic Zantha, who must voyage to the center of the world to undo a hideous curse. Contains hours of fun for all Legend of Kyrandia fans. Features unforgettable characters. \$28

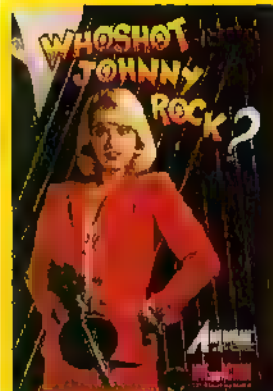
## FREE

### COMPUTER GAMES STRATEGY PLUS!

Receive an issue of Strategy Plus magazine FREE with every IBM software order. Offer subject to change or cancellation without notice. Valid from July 1st to August 31st or while supplies last.



'HANNIBAL' takes history out of the history books and into your PC. As Hannibal, you experience the life and times of one of history's most controversial heroes. Based on the actual history of Roman and Carthaginian campaigns. Offers over 700 towns, go to market to equip your army, and negotiate peace or siege. \$29



'WHO SHOT JOHNNY ROCK?' it's the rollicking 30's and someone killed the popular singer Johnny Rock. You will need to navigate the back streets, gaming halls, funeral parlors and dirty sections of the city to get clues held by a number of shady characters and solve this murder mystery. CD \$36

#### IBM ARCADE

Innocent	\$38
Jump Raven CD	\$42
Jurassic Park CD	\$36
Loderunner WIN	\$38
Mad Dog Mcree CD	\$35
Mad Dog Macree 2 CD	\$35
Magnalix Runner	\$29
Metal & Lace	\$29
Metal & Lace Up	\$5
Microcosm CD	\$45
Microsoft Arcade WIN	\$29
Mirage Thunder	\$39
Mortal Kombat	\$36
Ms PacMan	\$6
Never Mind	\$9
Obolator	\$6
Oxyd Magnum	\$36
Pick'n Pile	\$6
Pinball Fantasies	\$28
Predator 2	\$8
Prehistoric	\$28
Punisher	\$12
Raiden	\$32
Raiden CD	\$36
Rampage CD	\$44
Rebel Assault CD	\$44
Rise of the Robots	\$45
Rotox	\$9
S.C. Out	\$12
Silverball	\$29
Sink or Swim	\$19
Sleepwalker	\$24
Space Ace	\$32
Space Ace CD	\$44
Space Ace 2	\$34
Street Fighter 2	\$34

#### IBM ARCADE

Super Cauldron	\$25
Super Tetris	\$29
T2 Arcade Game	\$29
Take-A-Brk Pinball WIN	\$19
Taking of Beverly Hills	\$6
Teenage MNT Man Miss	\$12
Teenage Mut Ninja Turtle	\$12
Tetris	\$15
Tetris Gold CD	\$32
The Tinies	\$12
Titan	\$29
Tristan Pinball	\$19
Vaxine	\$12
Welltris	\$15
Who Sht John Rock CD	\$36
Wild Streets	\$24
Wrath of the Demon	\$12
Xiphos	\$9
Zool	\$34

#### IBM ROLE-PLAYING

All Character Editors	\$16
ADD Collectors Edition 3	\$19
Access Super Bundle	\$34
Al-Qadim Gene's Curse	\$44
Al-Qadim CD	\$42
Amberstar	\$19
Arborea Journey Inr Sncl	\$34
Arena: Elder Scrolls	\$38
Bar's Tale Construction	\$29
Black Crypt	\$32
Blackmoore CD	\$46
Bloodstone	\$27
Captain Blood	\$9

#### IBM ROLE-PLAYING

Celtic Legends	\$32
Challenge of 5 Reams	\$39
Champions	\$37
Champions of Kryn	\$12
Cobra Mission	\$34
Curse of Azure Bonds	\$15
Cyber Space	\$39
Cyber Space CD	\$38
Cyclones	\$46
Cyclones CD	\$48
Daemongale	\$28
Daemongale CD	\$32
Dark Sun	\$47
Dark Sun CD	\$49
Dark Sun Grey Isl Ex Pk	\$34
Darklands	\$39
Daughter of Serpents	\$19
Demon Hunter	\$42
Disciples of Steel	\$34
Dragon Strike	\$12
Dragon Tales CD	\$36
Dragons of Flame	\$9
Dungeon Hack	\$38
Dungeon Hack CD	\$39
Dungeon Master	\$29
Dungeon Master 2	\$36
Dungeon Master 2 CD	\$48
Elvira 2 Jaws Cerberus	\$16
Elernam	\$19
Eye of the Beholder 1	\$14
Eye of the Beholder 2	\$19
Eye of the Beholder 3	\$42
Eye of the Beholder 3 CD	\$42
Fire King	\$24
Flames of Freedom WWII	\$24
Forgotten Castle	\$49

#### IBM ROLE-PLAYING

Forgotten Castle CD	\$55
Four Crystals of Trazere	\$16
Gateway Savage Frontier	\$32
Gods	\$16
Heroes of Might & Magic	\$45
Hero's Might & Magic CD	\$45
Hunters of Falk CD	\$54
Intrplay's 10 Yr Anthl CD	\$48
Jorune CD	\$48
Kingdm Far Reachs CD	\$44
Knights of Xentar	\$46
Knights of Xentar CD	\$48
Lands of Lore	\$34
Lands of Lore CD	\$41
Legacy: Realm Of Terror	\$39
Legend	\$22
Lord of the Rings CD	\$45
Lord of the Rings V1	\$32
Lord of the Rings V2	\$15
Lord of the Rings V1&2	\$19
Lords of Midnight	\$46
Lords of Midnight CD	\$44
Lozemaster	\$19
Lure of the Templess	\$16
Magic Candio 2	\$9
Magic Candio 3	\$9
Masters of Magic	\$41
Masters of Magic CD	\$48
Matrix Cubed	\$9
MegaTraveller 2	\$12
MegaTraveller: Zhodani	\$8
MegaTraveller	\$18
Might & Magic 3	\$19
Might & Magic 4	\$37
Might & Magic 5	\$36
Mines of Tilan	\$9

#### IBM ROLE-PLAYING

Pirates Gold	\$39
Pools of Radiance	\$15
Pools of Darkness	\$38
Prolostar	\$39
Ravenloft	\$48
Ravenloft CD	\$52
Realms of Arkana	\$36
Red Crystal	\$21
Riftwar Legacy CD	\$26
Rome: Pathway to Power	\$29
Secret Silver Blades	\$15
Sentinel Worlds 1	\$9
Shadow Caster CD	\$45
Shadow Sorcerer	\$9
Sherlock Holmes 1 CD	\$36
Sherlock Holmes 2 CD	\$36
Sherlock Holmes 3 CD	\$51
Skyrealms of Jorune	\$48
Skyrealms of Jorune CD	\$50
Sleeping Gods Lie	\$6
Spelljammer: Pirates Spc	\$16
Spellcraft: Aspect of Valor	\$19
Star Trail	\$46
Star Trek Deep Space 9	\$52
Star Trek Dp Space 9 CD	\$52
Star Trek Next Gener CD	\$56
Stonekeep CD	\$48
Stronghold	\$36
Summoning	\$16
Sword of China	\$42
Syndicate	\$39
Syndicate Plus CD	\$41
Tales Magic: Prphc Shad	\$16
Terran Envoy	\$9
Treasures Savage Front	\$9
Ultima 4 Quest of Avatar	\$35

#### IBM ROLE-PLAYING

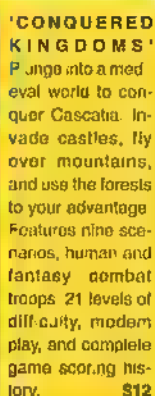
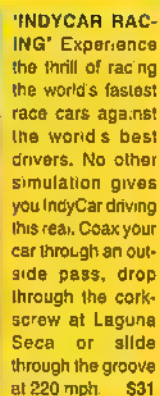
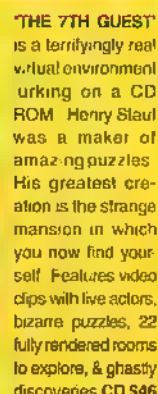
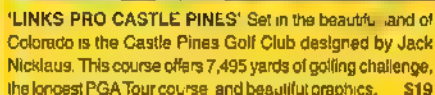
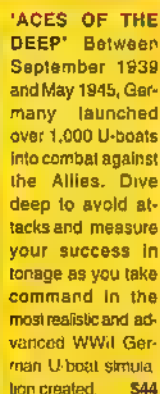
Ultima 5 Warriors Desl	\$38
Ultima 6 False Prophet	\$19
Ultima 7 Black Gate	\$47
Ultima 7 Forge of Virtue	\$16
Ultima 7 Series CD	\$42
Ultima 7 5 P2 Silvr Seed	\$20
Ultima 7 5 Serpent Isle	\$48
Ultima 8: Pagan	\$48
Ultima 8 CD w/ spch pk	\$47
Ultima 8 Speech Pack	\$17
Ultima Uworld 1 & 2 CD	\$32
Ultima Uworld 2 Labyrinth	\$48
Ultima Uworld Stygn Abss	\$21
Uncharted Waters	\$42
Unlimited Adventures	\$37
Vend of Darkness	\$29
War of the Lance	\$9
Waxworks	\$14
Wing Comm 2 UUW CD	\$34
Witch World	\$42
Wizardry 4	\$19
Wizardry 8 Cosmic Forge	\$22
Wizardry 7 Crusaders	\$29
World of Xeen CD	\$40

#### IBM SIMULATIONS

AT P 2.0	\$29
AT P Flight Simult 1.0	\$12
A320 Airbus	\$29
AH-64 B Longbow	\$54
Aces Europe Miss Disk 1	\$27
Aces Europe Miss Disk 2	\$27
Aces Over Europe	\$39
Aces Pacific Miss Disk	\$19



## FREE GAME OFFER\*



Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhail 3.5, Trump Castle 2 Data Disk 1 or 2 3.5 or 5.25, Gunship 5.25, Pirates 5.25, Star Legions 5.25, Magic Candle 2 5.25, MacArthur's War 5.25, Crime Does Not Pay 5.25, Warlords 5.25, X-Men 5.25

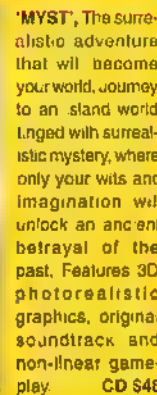
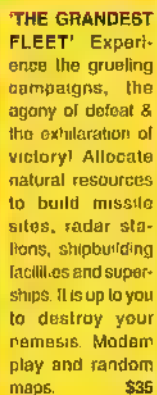
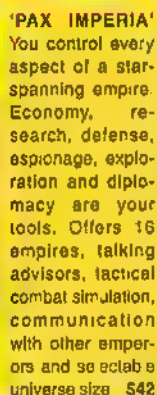
Airborne Ranger 5.25, Tegal's Mercenaries 5.25, Command  
 HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Mogatraveller  
 Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3.5

## IBM SIMULATIONS

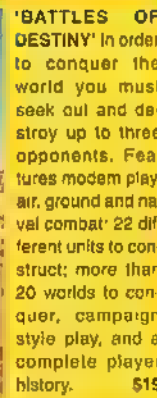
Circle Reader Service #54



TEL: 603-883-8800 FAX: 603-883-8808 Rochester, NH 05602



**'INCA 2'** It all begins 500 years in the future, aboard a Lost City afloat in space. They fly ships cut from stone and forged from brass and tin. They fight against evil conquistadors that navigate the heavens in floating galleons. An asteroid brings danger to the empire. Prepare for battle at the helm of a stolen spaceship **CD \$24**



## IBM® HINT BOOKS

Heart of China	\$16
Hillstar	\$9
Inca 2	\$7
Indi Jones 4 Fate Atlantis	\$11
Indy Jones Grix Adv	\$10
Inherit the Earth	\$16
Jeffgier 2 0	\$16
King's Quest 1	\$16
King's Quest 2	\$16
King's Quest 4	\$16
King's Quest 5	\$16

Leisure Suit Larry 3	\$14.95
Leisure Suit Larry 5	\$14.95
Leisure Suit Larry 6	\$14.95
Lemmings/disk	\$14.95
Loom	\$14.95
Lord of the Rings V1	\$14.95
Lord of the Rings V2	\$14.95
Lost Files Sherlock Holmes	\$14.95
LucasArts Adventur Book	\$14.95
LucasArts Air Cmbt Stral	\$14.95
Manhunter San Francisco	\$14.95
Master of Orion Offl Stral	\$14.95
Matrix Cubed	\$14.95
Might & Magic 1 & 2	\$14.95
Might & Magic 2	\$14.95
Might & Magic 3	\$14.95
Might & Magic 4	\$14.95
Might & Magic 5	\$14.95
Might & Magic Cmpdm	\$14.95
Off Bk Leisr Sl Larry 2nd	\$14.95
Off Bk Ultima 2nd Edin	\$14.95



**OVERNIGHT SHIPPING** in US \$4 per order. Mail to Canada, PR, HI, AK, APO, FPO \$4 per order 4-8 day Worldwide shipping \$6 per item Handling \$2 per shipment

Visa MC Accepted. Checks Held 4 Weeks Money Orders same as cash. COD \$8. Defective replaced with same product. Most items shipped same day. Shipping times may vary. Price availability may change. All sales final. Call for details

# FREE GAME OFFER\*



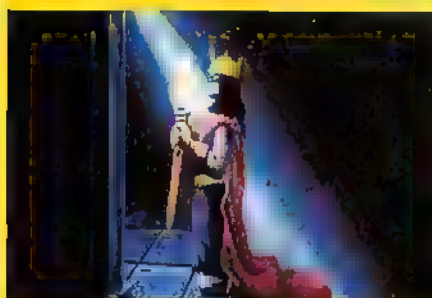
**'THEME PARK'** Can you design and build the greatest amusement park in the world? You control every aspect of running a profitable amusement park, from staffing to research and development. Select from 21 rides and attractions, 5 'design your own rides' and 11 varieties of shops and concession stands. \$42



**'MASTERS OF ORION'** is a fascinating game of space exploration, combat, and strategy set in the distant future. Win the game by conquering over half the known star systems. Includes 10 different alien races with which to trade, battle and negotiate. Build a powerful fleet of spaceships. \$39



**'BRIDGE OLYMPIAD'** Take part in the world renowned "Bridge Olympiad" tournament in the comforts of your own home. Bridge masters call it the most challenging game ever. Offers complete player history, masterful computer opponents, largest number of bidding conventions ever, and tournament play. \$29



**'HEIRS TO THE THRONE'** As Baron of your army, your mission is to conquer the continent and become King of your empire. You must control your armies' supplies and morale as well as fend off multiple attacks from your enemies. \$21



**'INTERACTIVE ENTERTAINMENT'** the world's first CD MAG is an episode of interactive television for your CD Rom. Devoted to entertainment software, IE features full-motion reviews, talking previews, multimedia hints and tips, and interactive video interviews with key figures in the gaming industry. CD \$9

## \*FREE GAME OFFER

Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

### SPEND \$60 GET

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhall 3.5, Trump Castle 2 Data Disk 1 or 2, 3.5 or 6.25, Gunship 5.25, Pirates 6.25, Star Legions 5.25, Magic Circle 2 5.25, MacArthur's War 5.25, Cune Does Not Pay 5.25, Warlords 6.25, X-Men 5.25

### SPEND \$100 GET

Airborne Ranger 5.25, Tegel's Mercenaries 5.25, Command HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Megatraveller Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3.5

## IBM HINT BOOKS

## IBM HINT BOOKS

## IBM BUNDLES

## IBM BUNDLES

## IBM BUNDLES

## IBM STRATEGY

Off Gde R Wilco's Advt \$14  
Off Gde Kgs Quest 3rd ed \$16  
Outpost Strategy Guide \$16  
Pacific Strk Playstr Gde \$12  
Police Quest 1 \$10  
Police Quest 2 \$10  
Police Quest 3 \$10  
Pool of Radiance \$10  
Pools of Darkness \$12  
Populous 1 & 2 Off Strat \$16  
Power Monger Strategy \$16  
Powermonger \$10  
Privateer Playstr's Gde \$16  
Protostar \$8  
Quest For Clues 2 \$21  
Quest For Clues 3 \$21  
Quest For Clues 4 \$21  
Quest For Clues 5 \$16  
Quest For Clues 6 \$16  
Quest For Glory 3 \$10  
Quest For Glory 4 \$10  
Quest For Glory Strategy \$19  
Questbusters, Bk Clubs \$18  
Questbusters 2 \$18  
Ravenloft \$10  
Realms of Arkania \$14  
Return to Zork \$9  
Return to Zork Advt Gde \$14  
Rise of the Dragon \$10  
Rise of Dragon SEGA CD \$9  
Sam and Max \$10  
Sea Wolf Strategy Guide \$16  
Secret Monkey Island \$10  
Secret Monkey Island 2 \$10  
Secret Silver Blades \$10  
Shadow Caster \$18

Simcity 2000 Strat Guide \$16  
Simearth \$16  
Simfarm Strat Almanac \$16  
Simlife Official Strategy \$16  
Simon the Sorcerer Hint \$10  
Sonic Strategy Guide \$16  
Space Quest 2 \$10  
Space Quest 3 \$10  
Space Quest 4 \$10  
Star Trek 25th Aniv \$12  
Star Trek Judgment Rite \$10  
Strike Commndr Official \$14  
Stunt Island \$16  
Summoning \$16  
System Shock \$12  
Treasures Savage Front \$10  
Tunnels & Trolls \$16  
Ultima 6 \$10  
Ultima 7 \$12  
Ultima 7 & Uworld Book \$16  
Ultima 7 5 Balancing Sols \$16  
Ultima Avatar Advt Bk \$16  
Ultima U Stygian Abyss \$12  
Ultima UW World of Lab \$12  
Ultima UW World of Lab \$12  
Wizardry 6 Carnic Forge \$12  
Wizardry 7 \$16  
X-Wing Official Strat Gde \$16  
Yserbius \$12

## IBM BUNDLES

7th Guest Dune Bdl CD \$48  
Air Combat Classics \$39  
Their Finest Hour  
Battle Hawks

Secret Weap of Luftwaff  
Allied Forces \$9  
M1 Tank Platoon, Gunship  
Award Bundle \$44  
Kings Quest 5, Red Baron,  
Rise of the Dragon  
Award Bundle CD \$44  
Combat Classics \$19  
F15 Strike Eagle  
688 Aftack Sub  
Team Yankee  
Dynamix Bundle 1 \$24  
A-10 Tank Killer 1 5  
Heart of China  
Stellar 7  
Eye of Beholder Collect \$49  
Eye of Beholder Trl CD \$51  
Falcon 3.0 wThrlsm FCSS\$89  
Gateway Collectn 1 & 2 \$36  
King's Quest Antholy CD \$54  
Land Sea Air 2 \$19  
Command HQ  
Red Storm Rising  
F15 Strike Eagle  
Legend Vair Vail Dkns CD \$29  
Lemming's 1 & 2 CD \$28  
Lost Treas Infocom CD \$39  
Infidel, Lurking Horror,  
Deadline, W Inoss,  
Suspect, Ballyhoo,  
Hitchhiker's Guide/Galaxy,  
Suspended, StarCross,  
MoonMist, PlanetFall,  
StationFall, Enchanter,  
Sorcerer, SpellBreaker,  
Zork 1-3, Beyond Zork,

Zork Zero  
Lost Treas Infocom 2 \$29  
Lost Treas Infocom 2 CD \$29  
Border Zone, Plundered  
Hearts, Bureaucracy,  
Cutthroats, A Mind For  
Voyag ing, Hollywood Hi  
Jinx, Seastalker, Sherlock  
Holmes: Riddle of Crown  
Jewels, Wishbringer, Nord  
and Bert, Trinity  
Lucas Classic Adventrs \$36  
Indiana Jones, Secret  
Monkey Island 1, Manac  
Mansion  
Magnetic Scrolls Bundle \$16  
Fish Corruption, Guild of  
Thieves  
Max Pac \$16  
Star Control, Hoverforce,  
Test Drive 3  
Maximum Overk. W Dsk \$44  
Megafortress Mega-Pak \$38  
Megafortress  
Megafortress Mis Disk 1  
Megafortress 3-D Editor  
Perfect Genera. Trilogy \$34  
Perfect Genera  
Greatest Battles of 20th C  
WW2 Battles  
Power Hits: Battletech \$32  
Battletech 1, Battletech 2,  
Mech Warrior  
Space Quest Anthol CD \$48  
Space Quest Bndle 1-4 \$42  
Spellcasting Bundle \$29

Spellcasting 101, 201, 301  
Spellcasting Bundle CD \$32  
Task Frc 1842 wRSR CDS\$35  
The Victory Pack \$39  
V for Victory, Utah Beach,  
Velikiye Luki, Mrkt Garden  
Top 50 Games DOS CD \$26  
Top 50 Games Win CD \$26  
Turning Point \$29  
Gettysburg, Spanish  
Armada, Waterloo  
Ultima Bundle 1-6 CD \$32  
Ultima Trilogy \$39  
Ultima 1-3  
Ultima Trilogy 2 \$48  
Ultima 4-6  
Wing Commander 1 Dlx \$48  
Wing Commndr 1 Dlx CD \$29  
Wizardry Trilogy \$32  
Wizardry 1-3  
Wizardry Trilogy 2 \$33  
Wizardry 4-8

## IBM STRATEGY

18th Air Squadron \$36  
A Train \$34  
A Train Construction Set \$9  
A Train wConstructn Set \$36  
Advanced Civilization \$35  
Air Force Commander \$9  
Airbuck 1.2 \$33  
Ancient Art of War Sky \$26  
Archon Ultra \$34  
Arctic Baron \$29

Arctic Baron CD \$29  
Armada \$22  
Ashes of Empire \$29  
Battle Isle \$32  
Battle Isle 2 CD \$45  
Battle Isle Scenario Disk \$22  
Battles in Time \$36  
Battles of Destiny \$12  
Black Beard \$36  
Breach 2 \$12  
Breach 3 \$34  
Buzz Aldrin Race Space \$26  
Buzz Aldrin Race Spc CD \$54  
Caesar \$24  
Campaign 2 \$36  
Cannon Fodder \$22  
Cannon Fodder CD \$34  
Capitalist Pig WIN \$19  
Carriers at War \$24  
Carriers at War Const Kit \$36  
Castles \$19  
Castles 2 \$19  
Castles 2 CD \$48  
Castles Northern Camps \$12  
Chessmst 4000 Trb WIN \$36  
Civilization \$44  
Civilization WIN \$48  
Clash of Steel \$39  
Cohort 2 \$18  
Colonization \$48  
Colonization CD \$48  
Command HQ \$19  
Command HQ Classic \$18  
Command and Conquer \$42  
Conquer for Windows \$19



# CHIPS & BITS

Call 800-699-4263 Fax 802-767-3382

Int'l 802-767-3039

Source 10086

PO Box 234 Dept 10086 Rochester, NY 14676



**'SIMCITY 2000'** is the long awaited follow up to SimCity that takes urban planning into the next century. SimCity 2000 adds a new level of realism & sophisticated gameplay. New features include underground water and transportation systems, 3D views & SVGA graphics. \$39



**'WARLORDS 2 SCENARIO EDITOR'** Contains routines which automatically smooth the transitions between terrain types. Offers complete control of scenario creation and 24 new scenarios. Create new maps, edit existing maps, set city revenues and descriptions, build roads, and place ruins and temples. \$29



**'V FOR VICTORY VELIKIYE LUKI'** takes you to the Russian Front during WW 2. As the German commander you must rescue your encircled forces that are held up in Velikiye Luki. Features 8 types of combat, choice of German or Russian command, and choose from 7 scenarios. \$19

## FREE SHIPPING!

Place an order for an out of stock item and receive FREE overnight shipping when product becomes available. Handling \$2 per shipment.



**'WARLORDS 2'** brings the fun and excitement of the first Warlords with 640 x 480 graphics, a hidden map option, and totally new AI system. Features random mapping for infinite replayability, troop transports for amphibious warfare, & a diplomacy option that provides the framework for backstabbing. \$29



**'LEISURE SUIT LARRY 6'** As a contestant on a dating game show, you have won a 2 week vacation at a posh resort! Surrounded by luxury & girls, you mingle, schmooze & work your way up to a grand encounter in the penthouse suite! CD \$39

### IBM STRATEGY

Conquered Kingdoms \$12  
Conquered Kingdoms 2 \$36  
Conquered Kingdom Scen 1 \$12  
Conquest \$36  
Conquest of Japan \$36  
Crime City \$12  
Crisis in the Kremlin \$32  
Darklegions \$42  
Darklegions CD \$38  
Dead Zone CD \$52  
Detroit \$39  
Discovery Stp Columbus \$34  
Dominion: 1 King's Life \$41  
Dominus \$39  
Dragon Force \$12  
Dragon Lord \$9  
Dune \$21  
Dune 2 \$34  
El Fish \$34  
Empire Builder \$36  
Empire Deluxe \$34  
Empire Dix Mstr Ed CD \$29  
Empire Deluxe Scen 1 \$21  
Empire Deluxe WIN \$35  
Fantasy Empires \$39  
Fantasy Empires CD \$42  
Fantasy Fiefdom CD \$48  
Fighting for Rome \$12  
Fort Apache \$19  
Gomfire \$37  
Genesis \$0  
Genghis Khan 2 \$34  
Gettysburg \$29  
Gettysburg: Turning Pt \$24  
Global Domination \$34  
Goblins 2 Prncs Bulln \$16

### IBM STRATEGY

Gold of the Americas \$24  
Grandest Fleet \$35  
Grandest Fleet CD \$35  
Great Nav Ball Admlr Pk \$49  
Hammer of the Gods \$42  
Hannibal \$29  
Harpoon 2 \$44  
Harpoon 2 Battle Set 1 \$26  
Harpoon Challengr Pak \$24  
Hors to the Throne \$21  
Hollywood Mogul \$39  
HUMANS \$21  
Humans CD \$28  
Humans: Insult to Injury \$9  
Incredible Machine 2 \$28  
Incredible Machines 2 CD \$39  
Kingdoms of France \$34  
Kingdoms of Germany \$34  
Kingmaker \$34  
Koshan Conspiracy \$36  
Koshan Conspiracy CD \$48  
LEmpereur \$37  
Laser Squad \$12  
Lemmings 2, Tribes \$29  
Lemmings Daladisk \$19  
Liberty or Death \$37  
Lords of the Realm \$39  
Lost Admiral \$19  
Lost Admiral 2 \$39  
Lost Vikings \$15  
Maelstrom \$32  
Master of Orion \$39  
Medieval Lords \$12  
Mega Lo Mania \$19  
Merchant Prince \$39  
Millennium \$6

### IBM STRATEGY

Millennium Auction CD \$48  
New World Order \$38  
Nobunaga's Ambition \$37  
Nobunaga's Ambition 2 \$37  
Objection \$19  
Operation Combat \$12  
Outpost \$39  
Outpost CD \$39  
Outpost Mission Dk CD \$19  
Outpost Plnt Add On CD \$33  
Paladin 2 \$34  
Patncian \$34  
Patncian CD \$36  
Pax Imperia \$42  
Perfect General \$21  
Perfect General 2 \$36  
Perfect General 2 CD \$36  
Perfect General Sc WW2 \$12  
Perfect General Sc2 20th \$24  
Populous 2 \$28  
Populous 2 Challenge \$19  
Powermonger \$19  
Protostar CD \$39  
Rags to Riches \$36  
Railroad Tycoon 2 \$39  
Railroad Tycoon Classic \$19  
Rampart \$17  
Reach for the Stars \$24  
Realms \$16  
Red Ghost \$39  
Red Zone \$32  
Robo Sport WIN \$34  
Romance 3 Kingdoms 2 \$39  
Romance 3 Kingdoms 3 \$39  
Rules of Engagement \$9  
Rules of Engagement 2 \$39

### IBM STRATEGY

Rules Engag 2 Cpgn Dk \$19  
Second Conflict WIN \$34  
Sert City: Life is Feudal \$39  
Seven Cities Gold 2 \$19  
Sid Meir's Civil War \$58  
Siege \$12  
Siege With Exp Disk \$19  
Sim Ant \$29  
Sim Ant CD \$47  
Sim Ant WIN \$34  
Sim City 2000 \$39  
Sim City CD \$47  
Sim City Classic \$26  
Sim Earth CD \$47  
Sim City Classic WIN \$26  
Sim City \$27  
Sim City 2000 CD \$45  
Sim City 2000 Gt Dissr \$14  
Sim City 2000 WIN \$42  
Sim City WIN \$29  
Sim Earth \$29  
Sim Earth WIN \$29  
Sim Farm \$29  
Sim Life \$29  
Sim Life WIN \$29  
Smokin' Gun WIN \$28  
Space Hulk \$19  
Space Hulk CD \$42  
Space Miner \$36  
Space Raiders CD \$42  
Spaceward Ho! \$36  
Spaceward Ho! WIN \$36  
Spaceward Ho 3 WIN \$29  
Star Control 2 \$39  
Star Legions \$9  
Strike Squad \$39

### IBM STRATEGY

Stronghold CD \$38  
Sub Version \$38  
Tank \$38  
Task Force 1942 \$36  
Tegel's Mercenaries \$9  
Tegel's Mercenaries 2 \$44  
Terminr 2 Chesswrs CD \$27  
The Complete UMS \$44  
Theatre of War \$16  
Ticonderoga \$46  
Unnatural Selection \$29  
Victory or Defeat WIN \$42  
Viking Conquest \$36  
Vikings 2 \$36  
Vikings Fields Conquest \$19  
Visions of Alternath \$12  
Wars of Rome \$39  
War In the Gulf \$9  
Warlords 2 \$29  
Warlords 2 Scen Editor \$29  
Warlords \$12  
When Two Worlds War \$24  
Worlds at War \$19  
X-Com: UFO Defense \$39  
X-Com: UFO Defnse CD \$41

### IBM TRADITIONAL

3 D Pinball \$12  
Acquire \$9  
Armada Villa Crespo \$9  
Baseball Card Collector \$6  
Baseball Facts \$9  
Battle Chess 4000 SVGA \$26  
Battle Chess 4000 VGA \$19

### IBM TRADITIONAL

Battle Chess CD \$45  
Battle Chess WIN \$19  
Beat the House \$29  
Blackjack \$9  
Bridge 2: wOmar Sharif \$28  
Bridg 2: wOmar Shrf CD \$52  
Bridge 7 \$24  
Bridge Baron WIN \$34  
Bridge Olympiad \$29  
CD-Romix 1 Hardcase \$16  
CD-Romix 2 Prime \$16  
CD-Romix 3 Free X CD \$16  
Casino Game Pak WIN \$32  
Casino Mastr Gold WIN \$43  
Checkmate WIN \$36  
Chess Net WIN \$9  
ChessManiac 5 B & 1 \$39  
Chessmnc 5 B & 1 CD \$34  
Chessmaster 2000 \$24  
Chessmaster 3000 \$29  
Chessmaster 3000 CD \$46  
Chessmaster 3000 WIN \$35  
Classic 5 \$19  
Classic 5 WIN \$24  
Classic Casino WIN \$16  
Classic Solitaire WIN \$16  
Coffee Break Collect CD \$29  
Combination Lock \$9  
Demon Blue \$9  
Dr Floyds Desktop Toys \$14  
Dr Thorp's mini Blackjack \$9  
Dr Wing's Jack/Vid Poker \$9  
Faces Tetris 3 \$15  
Gambit: Kasparov's \$39  
Game-Maker Ver 2.0 \$48  
Go Mastr D.x Ver 5 WIN \$79



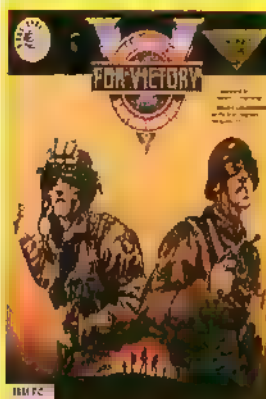
**OVERNIGHT SHIPPING** in US \$4 per order. Mail to Canada, P.R., HI, AK, APO, FPO \$4 per order. 4-8 day Worldwide shipping \$6 per item. Handling \$2 per shipment.

Visa/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD \$6. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.

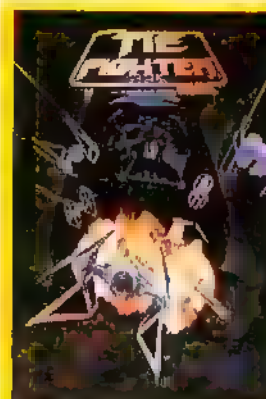
# FREE GAME OFFER\*



**'V FOR VICTORY MARKET GARDEN'** takes you to Southern Holland on Sept. 17th, 1944. Features a full scrolling map of the Eindhoven-Arnhem area, over 500 military units, 9 types of combat, detailed weather effects, assume either Allied or German command, extensive campaign analysis, & historical variants. **\$19**



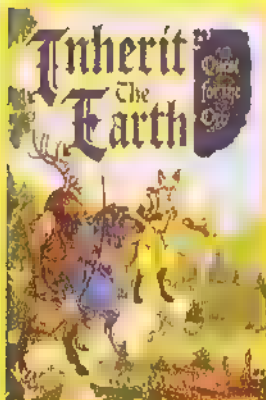
**'V FOR VICTORY UTAH BEACH'** thrusts you into the role of military strategist during the Normandy invasion. As an American commander you must overcome strong German resistance. Features realistic weather effects, 8 types of combat, and choose from 6 different scenarios. **\$19**



**'TIE FIGHTER'** Sequel to the acclaimed X-Wing players fly under the direction of the Dark Lord himself, Darth Vader. Defy the Rebel Alliance in training, combat missions & tours of duty that strengthen the Emperor's hold on the galaxy. Six Imperial starfighters to fly under the strategies of the Empire. **\$48**



**'POLICE QUEST 4. OPEN SEASON'** You're a detective for LAPD. A tough job under any condition, but especially now you must solve a string of random murders. Features digitized background and video captured actors. **CD \$39**



**'INHERIT THE EARTH'** A fantasy adventure that will introduce players to a new world of breath taking scenery and excitement. Inherit the Earth Accompany Rif the fox as he attempts to uncover the mystery surrounding an ancient human artifact. Features intuitive interface, puzzles and overhead perspective. **\$36**

## \*FREE GAME OFFER

Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

### SPEND \$60 GET

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhall 3.5, Trump Castle 2 Data Disk 1 or 2 3.5 or 5.25, Gunship 5.25, Pirates 5.25, Star Legions 5.25, Magic Candle 2.5.25, MacArthur's War 5.25, Crime Does Not Pay 5.25, Warriors 5.25, X-Man 5.25

### SPEND \$100 GET

Airborne Ranger 5.25, Torgo's Mercenaries 5.25, Command HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Megatraveller Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3.5

#### IBM TRADITIONAL

Go Master Jr Ver 5 WIN \$19  
Go Master Toot Kilt \$26  
Go Master Ver 4 WIN \$39  
Goats Wink Adv CD WIN \$12  
Grandmaster Chess CD \$32  
Hana Barbar Anmt Wkshp \$39  
Hard Day's Night CD \$25  
Hearts \$12  
Hong Kong Mh Jng Pro \$32  
Hoyle's Book Games V3 \$28  
Hoyle's Bk Gms Classic \$29  
Jeopardy Dlx WIN wAlex \$34  
Jeopardy Dlx wAlex Tribek \$34  
Jocaki Genius \$39  
Lawn Mwr Mn Sc Sv CD \$29  
Lexicross \$24  
Lucky's Casino Advent \$38  
Monopoly Deluxe \$27  
Monopoly Deluxe WIN \$29  
Oligopoly \$9  
Omar Sharif Bridge WIN \$19  
Omar Sharif on Bridge \$19  
Omar Shrf Bridge Dlx CD \$46  
On Target \$9  
Origami \$29  
Pictionary \$12  
Pinball Dreams \$29  
Pool Shark \$18  
Positronic Bridge \$30  
Power Poker WIN \$39  
Puzzle Gallery 1 \$9  
Risk \$28  
Risk WIN \$26  
Russian Six Pack \$15  
Russian Six Pack WIN \$19  
Sargon 5 \$13

#### IBM TRADITIONAL

Scrabble Deluxe \$28  
Scrabble Deluxe CD \$25  
Scrabble Deluxe WIN \$19  
Shanghai 2 Win \$24  
Shanghai 2 \$29  
Solitaire WIN \$19  
Solitaire's Journey WIN \$38  
Solitaire's Journey \$34  
Solitaire's Journey 2 \$36  
Sorry \$12  
Space Vegetables \$9  
Spot \$8  
Stan Wongs Video Pokr \$19  
Star Wars Chess \$38  
Star Wars Chess CD \$44  
Swap \$29  
Tactical Wizard \$39  
Take-A-Brk Crswrd WIN \$19  
Terminatr 2 Chess Wars \$37  
Tesseract WIN \$12  
Telris Classic \$26  
Telris Classic WIN \$26  
Videogame Solution CD \$29  
Trump Cast 2 DD1 \$4  
Trump Castle 2 DD2 \$4  
Trump Castle 3 \$29  
Trump Castle 3 CD \$29  
Trump Castle Collect CD \$14  
Turn-n-Burn \$9  
Vegas Entrtnm Pak WIN \$21  
Vegas Games Pak WIN \$21  
Video Cube CD \$45  
Virtual Reality Studio 2 \$59  
Wheel of Fortune \$6  
Wheel of Fortune 3 \$9  
Wheel of Fortune Dlx \$34

#### IBM TRADITIONAL

Wheel of Fortn Dlx WIN \$34  
Word Tis \$27  
Wrath of the Demon CD \$29  
Zig-Zag \$29

#### IBM WAR GAMES

Action North Atlantic \$26  
Action Stations Scenario \$33  
Action off River Platte \$26  
Aegis: Guardn Fleet CD \$53  
Air Raid Pearl Harbour \$22  
American Civil War V1 \$24  
American Civil War V2 \$24  
American Civil War V3 \$24  
Banzai \$9  
Battle Stations \$20  
Battle Tank Barbarossa \$38  
Battle Tank Kursk \$39  
Battle of Austerlitz \$24  
Battle of Leyte Gulf \$24  
Battle of the Atlantic \$36  
Battles of Napoleon \$24  
Battleship Bismark \$26  
Blitzkrieg Ardennes \$19  
Blue and the Grey \$38  
Borodino Napoln Invads \$24  
Bravo Romeo Delta \$24  
Campaign \$32  
Campaign CD \$35  
Campaign Mission 1 \$18  
Carrier Strike \$39  
Carrier Strike Exp Pak \$19  
Charge of Light Brigade \$12  
Civil War No Crtr Glory \$21

#### IBM WAR GAMES

Conflict: Korea \$19  
Decision at Gettysburg \$18  
Dreadnoughts \$28  
Dreadnoughts \$34  
Dreadnoughts Bismark \$29  
Dreadnoughts Deluxe \$59  
Dreadnoughts, ronclads \$28  
Drums of Glory \$44  
Fall Gelb \$36  
Fifth Eskadra \$36  
Fleet Mad \$27  
Gary Grigsby Pacific War \$44  
Gary Grigsby War Russia \$45  
German Raider Atlantis \$26  
Gettysburg:Turning Pt \$24  
Golani Front \$36  
Grey Seas, Grey Skies \$36  
Halls of Montezuma \$24  
Harpoon Battle Set 4 \$19  
Harpoon Challenger Pak \$19  
Harpoon Designer Series \$7  
Harpoon Designr Sers 2 \$25  
High Command \$34  
Kampfgruppe \$39  
Kriegsmarine \$36  
Kursk Campaign \$36  
Line in the Sand \$12  
Long Lance \$39  
MacArthur's War \$9  
Main Batt Tank C Germ \$36  
Main Batt Tank M dEast \$36  
Main Batt Tank N Germ \$36  
Mafia Storm \$36  
Man of War \$36  
Mare Nostrum \$26  
Marianas Turkey Shoot \$12

#### IBM WAR GAMES

Marianas Turkey Shoot \$24  
Midway \$24  
Moscow Campaign \$36  
Northern Fleet \$36  
Operation Overlord \$36  
Pacific Strm Midwy Cpgn \$36  
Pacific Strm Solmn Cpgn \$36  
Panzer Battles \$19  
Patriot \$12  
Patton Strikes Back \$14  
Prelude to Julland \$24  
Red Sky Morning \$36  
Return to Falklands \$28  
Rising Sun \$24  
Rd Sumtr to Appomattox \$45  
Rommel Batt for N Africa \$24  
Rommel at El Alamein \$36  
Rommel at Gazala \$36  
Second Front \$21  
Seventh Feet \$36  
Stalingrad Campaign \$36  
Storm Across Europe \$12  
The Great War \$39  
Third Reich \$34  
To The Rhine \$36  
Typhoon of Steel \$21  
UMS 2 \$12  
UMS 2 Planet Editor \$9  
Under Fire \$12  
V Victory Market Garden \$19  
V Victory: Gld, Jn, Swrd \$34  
V Victory Utah Beach \$19  
V Victory Veliky Luki \$19  
VVictory: Veliky Luki \$12  
Victory at Sea \$48  
War in the Falklands \$24

#### IBM WAR GAMES

Warpoint \$36  
Warship Changd History \$26  
Waterloo \$19  
White Death \$19  
WW 2 Ball of S. Pacific \$21

#### IBM ADULT INTERACTIVE

Asian Palate CD \$34  
CD Brothel CD \$36  
Conflicts & Covgrils CD \$32  
Come Play With Me CD \$36  
Desktop Mistress CD \$54  
Desktop Voyeur V 1 CD \$54  
Digital Dancing CD \$36  
Dream Girl CD \$32  
Dream Machine CD \$59  
Fox Pack CD \$49  
Girlfriend Suzie \$44  
Girlfriend Teri \$49  
Intract Adult Spl WIN CD \$12  
Intract Adv Semr But CD \$54  
Interactive Lovers CD \$45  
Intmatnl Strip Poker CD \$34  
Maddams Family CD \$49  
Midnight Stranger CD \$59  
Neurodancer CD \$59  
Nightwatch Intractv 2 CD \$59  
Nightwatch Intractive CD \$44  
Paradise Club CD \$89  
Penthouse Intractive CD \$75  
Scissrs N' Stons WIN CD \$59  
Sexual Obsession CD \$34  
Strip Pokr Pro DD1-8 ea \$16  
Strip Poker Pro DD 9 \$19



# CHIPS&BITS

Call 800-699-4263 Fax 802-767-3382

Int'l 802-767-3031 Source 10086

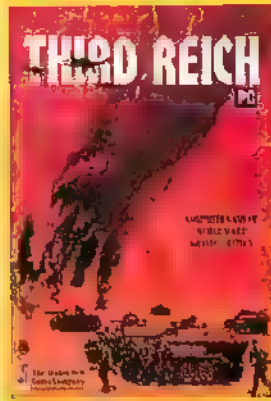
P.O. Box 236 Dept 10086 Rochester VT 05767



**'OPERATION CRUSADER'** is set in the expansive reaches of the Libyan & Egyptian deserts during WWII. Six historical scenarios will show you first hand what open field tactics and desert combat are really like. Experience the cursed Hellfire Pass, & see for yourself if you can earn the title of Desert Fox. \$39



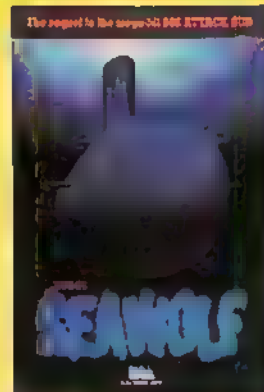
**'AIR COMBAT PACIFIC 1942'** Dodge relentless gunfire of Japanese Zeros. Execute gravity twisting dive-bomb attacks. Attack enemy bombers in a desperate fight to save your carrier. Virtual Cockpit allows viewing in all directions. \$48



**'THIRD REICH'** On September 1, 1939, this man unleashed a war machine so horrific when it was finally defeated, 40 million people lay dead. Features 4 challenging scenarios, 1 or 2 player mode, full play capabilities on both Operational and Strategic Maps, intuitive interface and Neural Net Technology. \$34

## FREE INTERACTIVE ENTERTAINMENT!

Receive an episode of Interactive Entertainment, the world's first CD MAG devoted to entertainment software, FREE with every CD ROM software order. Offer subject to change or cancellation without notice. Valid from July 1st to August 31st or while supplies last.



**'SSN-21 SEA WOLF'** is the sequel to the smash hit 688 Attack Sub. A crisis has erupted and lighting between the US and Russian's navy has occurred. As the commander of the SSN-21, you are ordered into battle to destroy the fleet. Features over one hundred 16-bit digital true stereo effects. \$46



**'STAR REACH'** You are on a quest to conquer & colonize a galaxy of alien worlds in a mind-bending, real-time universe. First you must overcome hostile climate conditions, ward off enemies, calculate risks & make tactical decisions. \$36

### IBM ADULT INTERACTIVE

Strip Poker Pro DD 10	\$19
Strip Poker Professional	\$34
Strip Girls CD	\$39
Virtua Vixens CD	\$59
Winner Takes All CD	\$39

### IBM FULL MOTION

Adult Movie Almanac CD	\$69
After Dark Trilogy CD	\$34
Amateur Models 2 CD	\$34
Amateur Video WIN CD	\$22
Amorous Asian Girls CD	\$32
Animal Fantasies 2 CD	\$34
Animal Fantasies CD	\$34
Baby's Got Bull CD	\$32
Bare Asses CD	\$39
Best Dirty Debut 1 CD	\$49
Best of Inferno CD	\$39
Best of Vivid CD	\$36
Best of Barlow Affairs CD	\$44
Best of the Best V 1 CD	\$19
Best of the Best V 2 CD	\$29
Best of the Best V 3 CD	\$34
Best of the Best V 4 CD	\$34
Betrayal CD	\$38
Beverly Hills 90210 CD	\$38
Beyond Explicit CD	\$34
Biond Justice CD	\$25
Bodycello CD	\$12
Bra Busting Babes CD	\$29
Busting Out CD	\$39
Bullmans Euro Vacat CD	\$39
CD Rom Collectibles CD	\$26
Cafe Flesh CD	\$29
California Daydimer CD	\$28
Camp Double D CD	\$29
Cat and Mouse CD	\$48
Cheating CD	\$25
Condo Cuties CD	\$34
Curse of Calwoman CD	\$26
Dangerous Blondes CD	\$34
Debbie Does Dallas CD	\$38
Deception CD	\$39
Deep Throat CD	\$36
Deep Throat Girls CD	\$29
Digital Dreams 2 CD	\$22
Digital Seduction CD	\$34
Dirty Adult Cartoons CD	\$38
Doors of Passion CD	\$36
Dungeons of Dominance CDs	\$36
Ecstasy CD	\$34
Endangered CD	\$29
ErotiCafe CD	\$48
Frat Girls of Dbl D CD	\$39
Girls Doin' Girls CD	\$25
Girls from Big East CD	\$39
Girls of Mardi Gras CD	\$39
Girls with Girls CD	\$39
Hidden Obsessions CD	\$32
Hollywood Scandal CD	\$39
House of Dreams CD	\$24
His Sleepy Beauties CD	\$39
Immortal Desires CD	\$25
Insatiable CD	\$32
Kama Sutra CD	\$38
L.A. Strippers CD	\$34
Leather & Lace CD	\$39
Legends of Porn 2 CD	\$25
Lords of Fun CD	\$32
Main Street USA CD	\$26

### IBM FULL MOTION

Mark of Zara CD	\$38
Mask CD	\$25
Model's Memoirs CD	\$48
Murphy's Brown CD	\$39
Mystique of Orient CD	\$34
New Wave Hkers 1 CD	\$29
New Wave Hkers 2 CD	\$32
Night Trips CD	\$29
Other Side Chelsea CD	\$29
Pandora...AAAH'S CD	\$27
Parlor Games CD	\$25
Pixie Adult Sampler CD	\$12
Racquette Released CD	\$34
Rimfire Pacific Video CD	\$32
Sakura CD	\$24
Secrets CD	\$34
Seductions CD	\$29
Sex CD	\$25
Semr But Blwn Away CD	\$36
Semr But Insd Shn CD	\$36
Semr But Paradise CD	\$36
Semr But Honeyman CD	\$36
Sinfully Yours CD	\$29
Sizzle CD	\$33
Steamy Windows CD	\$25
Supr Modis Go Wild CD	\$34
Superstars of Porn CD	\$24
Temptation CD	\$28
The Coven CD	\$25
The Devil Miss Jones CD	\$34
The Fishermans Wife CD	\$38
Touch Me, Feel Me CD	\$34
Toy's Not Boys CD	\$28
Tracy I Love You CD	\$29
Treasure Chest CD	\$24
Ultra Sex CD	\$29

### IBM FULL MOTION

Urotsukidoji CD	\$39
Virgins V. 1 CD	\$39
Volcano CD	\$34
Weekend at Ernies CD	\$28
Wckd Q-Time Movie CD	\$42
Wicked Whispers CD	\$36
Womn Who Lov Men CD	\$32
X-Rated Bloopers CD	\$27

### IBM ADULT STILLIS

101 Sex Positions CD	\$39
101 Sex Positions 2 CD	\$39
3D Beauties CD	\$19
3D Darling CD	\$34
3D Dream Girls CD	\$36
94-95 CDX Calendar CD	\$29
Adult Reference CD	\$29
Amateur Allstars CD	\$29
Amateur Models CD	\$22
Amateur Girls 1 CD	\$32
American Girls 2 CD	\$34
Bodacious Beauties CD	\$36
Busty Babes 2 CD	\$36
College Girls CD	\$36
Crema da la Crema CD	\$29
Double Play Vol 1 CD	\$36
Double Play Vol 2 CD	\$36
Erotica CD	\$34
European Erotica CD	\$34
Exotic Girls 3 in 1 CD	\$24
Expose CD	\$24
Extreme Delight CD	\$28
G I F's keep on Givg CD	\$27
Girls Steven J Hicks CD	\$29

### IBM ADULT STILLIS

Girls of Risque CD	\$34
Girls of Vivid V. 1 CD	\$29
Girls of Vivid V. 2 CD	\$32
Girls, Girls, Girls CD	\$29
Glamr Girls of 1943 CD	\$36
Heavenly Bodies 2 CD	\$39
Heavenly Bodies 3 CD	\$39
Heavenly Bodies V.1 CD	\$39
High Volume Nudes CD	\$28
Hooper Heavens CD	\$36
Local Girls V. 2 CD	\$22
Lovely Ladies II CD	\$39
Massive Mecons CD	\$39
More Northn Delits CD	\$34
Northern Delights CD	\$32
Nova Collection V. 1 CD	\$26
Nova Collection V. 2 CD	\$29
Overexposed CD	\$39
Sexiest Women on CD	\$24
Southern Beauties CD	\$34
Super Smulware CD	\$26
Sweet Dreams CD	\$29
Tropical Girls CD	\$26
Women of Venus CD	\$22

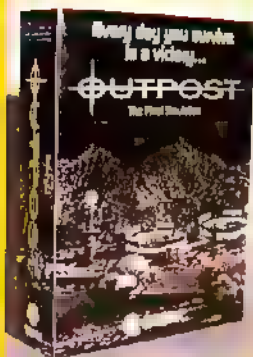
### IBM BUDGET

3 D Pinball	\$12
Acquire	\$9
Air Force Commander	\$9
Armada Villa Crespo	\$9
A T P Flight Simu 1 00	\$12
Banzai	\$9
Baseball Card Collector	\$6
Baseball Facts	\$9
Battle Command	\$6
Battles of Destiny	\$12
BB Chaf 87-89 Teams ea	\$9
Backjack	\$9
Blue Max Aces Great War	\$9
Bodycello CD	\$12
Boom Box	\$12
Breach 2	\$12
Captain Blood	\$9
Cardinal of the Kremlin	\$6
Castles Northn Cpgns	\$12
Champions of Krynn	\$12
Charge of Light Brigade	\$12
Chess Net Win	\$9
Combination Lock	\$9
Conqueror Kingdoms	\$12
Conqueror Multi Tank	\$6
Conver Action	\$6
Crime City	\$12
Crime Does Not Pay	\$12
Dark Half	\$9
Demon Blue	\$9
Don't Go Alone	\$6
Dr Doom's Revenge	\$9
Dr Thorp's min Backjack	\$9
Dr Wong's Jck/Vid Pokr 5	\$9
Dragon Force	\$12
Dragon Lord	\$9
Dragon Strike	\$12
Dragons of Flame	\$9
E Motion	\$6
Fighting for Rome	\$12
Finale	\$9
Free DC	\$9
Gamma Force	\$6
Gofer's Wink! Adv CD	\$12



**Via/MC Accepted. Checks Held 4 Weeks. Money Orders same as cash. COD \$8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change. All sales final. Call for details.**

## FREE GAME OFFER\*



CD 539



**'QUEST FOR GLORY 4'** Your challenge is to rid the land of evil by destroying the Dark One himself. When you explore the realm of the undead to find him, wraiths, vampires, and monsters are lurking waiting for your next mistake. **\$42**



**'INTERACTIVE ENTERTAINMENT'** the world's first CD MAG, is an episode of interactive television for your CD Rom. Devoted to entertainment software, IE features full-motion reviews, talking previews, multimedia hints and tips, and interactive video interviews with key figures in the gaming industry. **CD \$9**



**'ACROSS THE RHINE** Control history's famous tanks or entire companies & experience the fierce combat & tough decisions that gripped WWII tank commanders. Blast your way through enemy units across war-torn Europe. **\$48**



**'PRIVATEER'** In the far reaches of space you live by no man's rules but your own. Live the life of a pirate, merchant, or mercenary. Keep a couple steps ahead of the enemy and you're a free man. Explore a complete universe with more than 50 bases and planets in close to 70 systems. **\$48**

## \*FREE GAME OFFER

Spend the specified amount on any in stock IBM software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from June 1st through July 31st or while supplies last.

**SPEND \$60 GET**

Playmaker Football Combo, Cardinal of Kremlin 3.5, Darkhall 3.5, Trump Castle 2 Data Disk 1 or 2 3.5 or 5.25, Gunship 5.25, Pirates 5.25, Star Legions 5.25, Magic Candle 2 5.25, MacArthur's War 5.25, Crime Does Not Pay 5.25, Warlords 5.25, X-Men 5.25

**SPEND \$100 GET**

Airborne Ranger 5.25, Tegel's Mercenaries 5.25, Command HQ 5.25, F15 SE 2 5.25, M1 Tank Platoon 3.5, Megalaveller Zhodani 5.25, Red Storm Rising 3.5, Battles of Destiny 3 5

## IBM BUDGET

Hearts	\$12
Heatwave	\$8
Heroes of the 357th	\$12
Hole In One Mini Golf	\$6
Hole In 1 Mini Golf Cr Dk	\$3
Humans Insult to Injury	\$9
Intract Adult Spl WIN CD \$12	
International Sports Chaff	\$6
Jack Nicklaus Clip Art	\$3
Jack Nicklaus Crs Dk 1	\$6
Jack Nicklaus Crs Dk 3	\$6
Jack Nicklaus Crs Dk 5	\$4
Jack Nicklaus SE Crs 1	\$4
Japan Scenery Disk	\$12
Jeopardy 2	\$9
Joan of Arc	\$12
Killing Cloud	\$6
Laser Squad	\$12
Lightspeed	\$9
Line in the Sand	\$12
MacArthur's War	\$9
Magic Candle 2	\$9
Magic Candle 3	\$9
Marianas Turkey Shoot	\$12
Matrix Cubed	\$9
Medieval Lords	\$12
MegaFortress	\$12
MegaTraveller 2	\$6
MegaTraveller:Zhodani	\$12
MicroL Bsbll Seattle 13	\$12
Millenium	\$6
Mines of Titan	\$9
ML Baseball All Stars	\$12
ML Baseball Mangr's Ch \$12	
ML Football 2	\$12
Ms PacMan	\$9



**IBM BUDGET**

Never Mind	\$9
New Facilities Locator	\$9
NFL Chall Col Alumni Tm	\$9
NFL Chall Pre Season 90	\$9
NFL Chall Pre Season 91	\$9
NFL Chall All Star Team	\$9
NFL Chall Dream Teams	\$9
NFL Proleague Football	\$12
NFL Video Football	\$12
Obiligator	\$6
Oligopoly	\$9
On Target	\$9
Operation Combat	\$12
Patriot	\$12
Pick'n Pile	\$6
Pictionary	\$12
Playmaker Football	\$12
Power Politics WIN	\$12
Predator 2	\$9
ProFiball Analyst 92 Ed	\$9
Punisher	\$12
Puzzle Gallery 1	\$9
Renegade Legion Intropt	\$12
Rotox	\$9
Rules of Engagement	\$9
S.C. Owl	\$12
Scenery Collection Set B	\$9
Scenery Colln California	\$9
Scenery Colln Grit Britain	\$9
S D I	\$6
Sen. na! Worlds 1	\$9
Shadow Sorcerer	\$9
Siege	\$12
Sleeping Gods Lie	\$6
Sorry	\$12
Space Vegetables	\$9

## IBM Budget

Sporting Triangle	\$3
Spot	\$6
Star Legions	\$9
Storm Across Europe	\$12
Taking of Beverly Hills	\$8
Teenage MNT Man Miss	\$12
Teenage Mut Ninja Turtles	\$9
Tegs, s Mercenaries	\$9
Terran Envoy	\$9
Tesseract WIN	\$12
Test Drive 2	\$12
Test Drive 2 Euro Chall	\$6
Test Drive 3 Road & Car	\$9
The Tines	\$12
Thunderhawk	\$6
Tie Break Tennis	\$9
Tony LaRussa Cisc Stad	\$12
Tony LaRussa BB 90 Tm	\$12
Tony LaRussa BB 1991	\$12
Tony LaRussa Baseball	\$9
Top Gun Danger Zone	\$12
Treasures Savage Frontr	\$9
Trump Castle 2 DD1	\$4
Trump Castle 2 DD2	\$4
Turn-n-Burn	\$9
UMS 2	\$12
UMS 2 Planet Editor	\$9
Under Fire	\$12
Uninvited	\$6
Vaxine	\$12
Visions of Aftermath	\$12
Wacky Funstor	\$9
War in the Gulf	\$9
War of the Lance	\$9
Warlords	\$12
Weaver Tm/Piur Stale 89	\$9

## IBM BUDGET

Wheel of Fortune	\$6
Wheel of Fortune 3	\$9
Wrath of the Demon	\$12
Xiphos	\$9

**ABC**

3DQ System	\$499
11th Hour	\$59
Aces over Europe	\$52
Alone in the Dark	\$52
Battle Chess	\$48
Clayfighter 2	\$52
Conquerd Kingdoms	\$52
Cyberia	\$52
Demolition Man	\$56
DinoBlazer	\$58
Doom	\$52
Dragon Tales	\$46
Dragons Lair 2	\$52
Escape Monstr Mnor Horde	\$52
Incredible Machine	\$52
Jurassic Park	\$52
Kingdm:Far Reaches	\$52
Lemmings	\$49
Mad Dog McCree 2	\$52
Madden Football	\$49
Megacrepe	\$44
Microcosm	\$52
Orion Off Road	\$52
Out of this World	\$49
PGA Tour GA	\$52
Paleank	\$52
Red Baron	\$52

100

Rise of the Robots	\$49
Road Rash	\$56
Robinson's Requiem	\$52
Rock & Roll Racing	\$49
Sewer Shark	\$52
Shadow Caster	\$52
Space Pirates	\$52
Star Trek Next Gen	\$54
Star Wars Chess	\$52
Syndicate	\$52
Theme Park	\$52
Total Eclipse	\$52
Vikings	\$52
Way of the Warrior	\$52
Who Shot John Rock	\$49
Wing Commander	\$49
WorldRunners, Inc.	\$52

**JAGUAR**

Jaguar System	\$249
Allen Vs Predator	\$58
Barkley Basketball	\$54
Battle Zone 2000	\$54
Blue Lightning	\$54
Brett Hull Hockey	\$54
Brutal Sports Football	\$56
Bubay	\$54
Castle Wolfenstein 3D	\$54
Checkeded Flag 2	\$58
Club Drive	\$52
Crescent Galaxy	\$44
Doom	\$54
Dune	\$54
Dungeon Depths	\$54

## INDEX

European Soccer Challen	\$56
Flashback	\$54
Hosenose & Booger	\$54
Jack Nicklaus Golf	\$54
Kasumi Ninja	\$56
NFL Football	\$54
Raiden	\$44
Tempest 2000	\$52
Tiny Toon Adventures	\$52
Ultimate Brain Games	\$56
Ultra Vortex	\$54
World Cup Kickoff Soccer	\$54

## MACINTOSH

Harpoon Scenario Editor	\$14
Jack Nicklaus CrDk 1-3ea	\$6
Jack Nicklaus Crs Dk 5	\$6
Lx Cross	\$19
Omar Sharif Bridge Dlx	\$19
Out of this World	\$19
Shadowgate	\$19
Sherlock Holmes CnDl 2	\$19
Sim Ant	\$19
Test Drive 2, CA Chaling	\$6
Test Drive 2, Super Cars	\$6
WordTris	\$19

**AMIGA**

Fast Break	\$3
Heatwave	\$3
Jack Nicklaus Course 1	\$4
Test Drive2 Muscle Cars	\$3



# Four More For The Road

*Tired Of All The Yapping About Superhighways And Information Roadkill? Check Out Four Racing Games Where Digital Rubber Really Meets The Road*

by Gordon Goble



**H**ARK, THE SOUNDS OF THE SEASON ARE IN THE AIR. IF YOU'LL LISTEN CLOSELY, YOU'LL HEAR THE CHIRP OF the fair birdie, the hissing of lawn sprinklers, the whack of tennis ball against racquet, the roar of the powerful racing engine and the squeal of hot rubber. But far off in the distance, there's another, subtler sound. Listen, and you'll hear it....

Why, it's the hushed tone of computer game manufacturers nervously anticipating reaction to their latest fare! Yes, it's late summer, and the race to get automobile racing games to market has, this year anyway, nicely coincided with the racing season. In this issue, we'll be looking at no less than four new releases in the world of computerized, motorized competition.

LOTUS: THE ULTIMATE CHALLENGE FOR YOUR PC, LAMBORGHINI AMERICAN CHALLENGE, NIGEL MANSELL'S WORLD CHAMPIONSHIP, and FORMULA ONE are the four new entries into this suddenly burgeoning realm of gaming, and although the latter pair are indeed based on the F1 circuit, there is not a WORLD CIRCUIT in the lot. That's not to say there's nothing here worthy of praise, just that those intent on serious "simming" should stick with WORLD CIRCUIT or INDYCAR RACING. But if mountainous learning curves and absolute realism aren't your thing, and fast action is,

we might have a game or two that will light up your life.

## **NIGEL MANSELL'S WORLD CHAMPIONSHIP (GREMLIN GRAPHICS)**

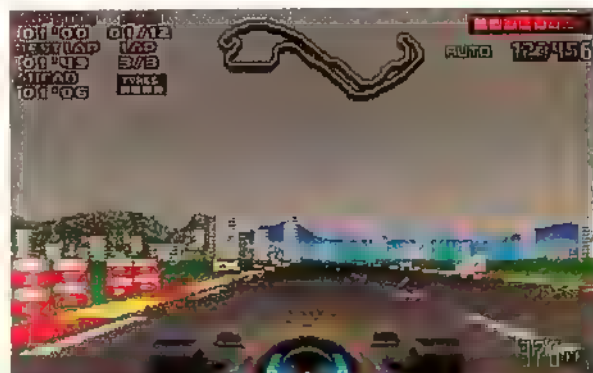
It won't take long to discover the best thing going for Gremlin Graphics' NIGEL MANSELL'S WORLD CHAMPIONSHIP. It's right there on the box—the name of former Formula One and reigning IndyCar champ. This product was able to do what other more notable racing programs could not, secure the Mansell name. Yet, as is too often the case, the use of a respected name for product endorsement ain't worth a hill o' tires when it comes to the worthiness of the product.

NIGEL MANSELL bills itself as "the definitive Grand Prix experience." It is not. Instead, it is at best a mediocre attempt at a racing simulation, and most probably would have made some small waves had it been released about five years ago. Although it must be said that there have been worse racing games throughout the years, it is the fact that NIGEL MANSELL is far from what it pretends to be that has me

somewhat perturbed.

The NIGEL MANSELL scenario is much the same as 1992's WORLD CIRCUIT—competition in what is arguably the world's top level of driving, Formula One. Players reside in the cockpit of Mansell's Canon Williams Renault screamer and will contest events at any or all of the 16 circuits that were part of Nigel's successful run for glory in 1992.

But small cracks in the armor are noticeable right away: a sparse, incomplete instruction booklet, virtually nothing in the way of car set-up (save predetermined tire, wing and gear ratio alterations), and limited options. Unfortunate yet bearable, such minor quibbles give way to more for-



**THE NAMED GAME** Gremlin's NIGEL MANSELL'S WORLD CHAMPIONSHIP has got the celeb endorsement, but little else.

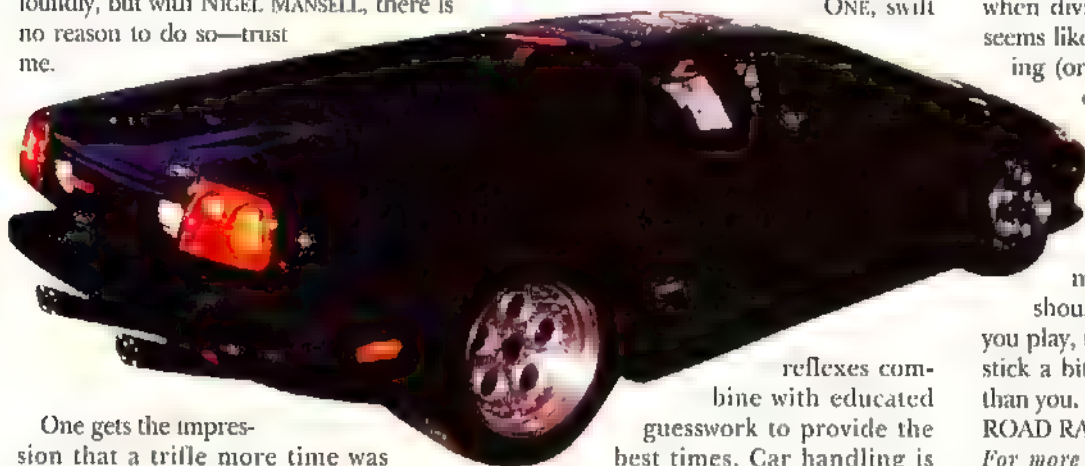


midable obstacles as you get into the game.

Pick a track, any track—it just doesn't matter—they're all the same! Well, not identical, but certainly with little in the way of individuality, and definitely a far cry from their real life counterparts. I would go so far as to say that corners sometimes bend in the wrong direction, and what little there is in the way of elevation changes is also usually incorrect.

Race distance is predetermined at five meager laps, opponents are jittery with nothing in the way of AI, slipstreaming has been overlooked, and rear mirrors are decorative only. The painted background never changes, even after a 180-degree hairpin, and it took me quite some time to realize that the PacMan power pill gobbling sound I was hearing was actually tire squeal.

NIGEL MANSELL comes with driver's training course called "Improve with Mansell," and is supposed to teach the enthusiastic rookie a little of the correct racing technique. With Nigel's disembodied head floating in the upper corner, like some Monty Python sketch gone wrong, and the "proper" racing line painted on each track, the Great One will instruct over and over again to "Don't Hit Things." This exercise sounds easier than it is in application, considering car handling characteristics that successfully mimic that of a garbage truck. "Keep on the racing line," Nigel's head will utter profoundly, but with NIGEL MANSELL, there is no reason to do so—trust me.



One gets the impression that a trifle more time was spent on a quick sale with the Mansell name than actual production of a quality product. If it's good clean fast quick reflex fun you want, do yourself a favor and check out the second Gremlin product, LOTUS - THE ULTIMATE CHALLENGE FOR YOUR PC. If you're interested in a close representation of the real thing, stick with WORLD CIRCUIT.

ROAD RATING:

For more information, contact Suncom Tech-

nologies (U.S. distributor) at (708) 647-4040.

## FORMULA ONE (DOMARK)

Domark's FORMULA ONE (distributed through Spectrum HoloByte) is yet another attempt at a digital recreation of the world of Formula One racing, with one difference—this game is official. That's right, speed demons, FORMULA ONE can call itself FORMULA ONE via its status as an official product of the FIA.

Official it may be, but as we've seen, big name ties do not necessarily a winner make. Depending upon your view, FORMULA ONE may or may not cut the mustard. Lately the computerized racing trend has been toward realism, and from that standpoint, FORMULA ONE stands tire-to-tire with NIGEL MANSELL'S WORLD CHAMPIONSHIP. But while that may be damning with faint praise, F1 performs as advertised—most probably "the !@#\$\$ fastest racing game ever."

Not that you can feel the Gs as you slice and dice through a high speed corner—FORMULA ONE's car handling characteristics are not quite that advanced. The speed found in this program is more a joystick sort of thing, as it is yanked and cranked from side to side with wild abandon. In FORMULA



HOW FAST IS !@#% FAST? If you've got the need, Domark's FORMULA ONE has got the speed in excess.

up (aside from tires and wing adjustments) is non-existent, as is virtually everything else that turns a game into a simulation, and FORMULA ONE is far more "arcade" than might be expected considering its "official" designation.

Although players will find themselves strapped into the cockpit, all pertinent information is displayed across the top of the screen, and the only usable item affixed to the car are the two rear view mirrors. A real race car feel, and little items such as slipstreaming are conspicuous in their absence. Apart from the working mirrors, FORMULA ONE rates a higher grade than NIGEL MANSELL only in its slightly more accurate representations of the race tracks in question, head-to-head capabilities, and the speed rush realized when diving into a tiny chicane at what seems like a million miles per hour, passing (or crashing through) a multitude of opponents, and actually emerging victorious.

If high speed thrills are what you seek, then FORMULA ONE may provide a quick fix, but the long term benefits of a more complex racing package should be sought elsewhere. Before you play, though, try pampering your joystick a bit...it'll be in for a tougher ride than you.

ROAD RATING:

For more information contact, Spectrum HoloByte at (800) 695-4263

## LAMBORGHINI AMERICAN CHALLENGE (TITUS)

Another in a parade of European-built automobile racing programs, Titus' LAMBORGHINI AMERICAN CHALLENGE plunges the unsuspecting newcomer into a most improbable scenario, yet with distinctly stereotypical reflections on America.

The plot: With dreams of becoming the

reflexes combine with educated guesswork to provide the best times. Car handling is snappy, and it has to be as players will most often feel they are driving a twisty 200 mph tightrope—a POLE POSITION ON STEROIDS.

FORMULA ONE showcases, with a modicum of success, one dozen Grand Prix circuits. The object of the exercise should by this point be quite obvious, and players may duke it out against computerized competition or mano a mano with the aid of the top/bottom split screen. Vehicle set-





**DEAL WITH THE DIABLO** The drivers in Titus' LAMBORGHINI AMERICAN CHALLENGE would sell their souls for nitrous injection.

Next Great American Millionaire, the gameplayer arrives in the land of milk and honey. With no real marketable skills aside from the desire to drive cars at breakneck speed, a quick decision is made—to enter the “Saturday Night Races, an organized tournament of illegal highway challenges.” As luck would have it, an old friend offers to part with his prized Lamborghini Diablo for a mere pittance.

The object of LAMBORGHINI AC is to make a whole lot o’ bread through your driving prowess, and entry fees are high (in the thousands of dollars), yet so are hopes as you choose a likely venue. But racing won’t begin right away, as you first have an opportunity to make a few side wagers with your opponents. As LAMBORGHINI AC progresses, it’s easy to see that the really big bucks aren’t made only through prize money, and it’s the back-room deals that keep your war chest filled.

LAMBORGHINI AC is a slash and dash affair, as your Diablo must deal with a great number of both professional and amateur opponents, highway cops, and innocent civilian drivers. Races generally span no more than five minutes, and are little more than a test of reflexes and prudent observation. Speed is essential, yet radar, cruising patrol cars, and bad-tempered opponents will have their say in the probabilities of overall success. As races are won and monies collected, accessories such as super grip tires, nitrous oxide, radar jammers and other toys essential to ultimate victory are collected and installed.

LAMBORGHINI AC has a real arcade look and feel to it, from the on-screen images of prospective rivals to the somewhat nonsensical capabilities of the cars themselves. Yet LAMBORGHINI AC allows for some exciting bumping and running when on the road, and the presence of the long arm of

the law certainly adds to the entertainment value. For straight ahead thrills and spills, LAMBORGHINI AC might be the ticket.

Like most of the products in this racy review, LAMBORGHINI AC offers head-to-head competition with a human opponent via a top/bottom split screen, variable environments and road conditions, and there are no game saving, printing, or replay features. LAMBORGHINI AC is not an upscale test drive of one of the most desirable

cars ever made, but if arcade staples such as OUT RUN ever held a personal appeal, LAMBORGHINI AMERICAN CHALLENGE might just satisfy that wacky urge to push other cars off the road while motoring along at 150 mph.

**ROAD RATING:** 

For more information, contact Titus at (818) 709-3692.



#### LOTUS: THE ULTIMATE CHALLENGE FOR YOUR PC (GREMLIN GRAPHICS)

Well, it’s not quite the *ultimate* challenge for my PC, but LOTUS does offer a barrel of fun in a surprisingly small package (its 1.35 MBs are accessible from diskette or hard drive). Again, this game is not exactly a realistic portrayal of life behind the wheel, but it isn’t supposed to be. The smart, often humorous LOTUS manual is modest when it notes, “Okay, so LOTUS isn’t the most complex simulation around, but the wealth of choices available could throw you at first.”

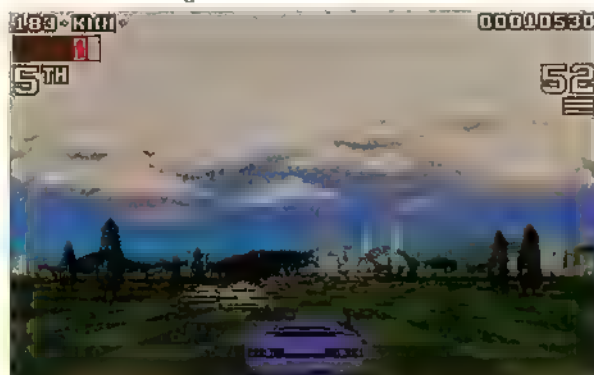
LOTUS drivers will find themselves at the wheel (actually, with a chase helicopter view) of an Esprit S4, Elan SE, or the conceptual M200. There will be a flock of similar cars at every event, each trying to be the first to the finish line. Pretty commonplace

so far, but it’s in the wealth of cool stuff, such as the wide range of racing courses, environmental conditions, audio enhancements, pretty graphics, and other assorted options (including a nifty track design system and top/bottom split screen for head-to-head play) where Lotus really stands apart from so many other like-minded efforts. One gets the feeling that LOTUS designers threw a lot of thought and care into this package.

Following close on the heels of the dreaded protection wheel is the Main Option interface, from which every facet of the game is but a few points and clicks away. Players One and/or Two have their choice of several set-up options, including type of car, automatic vs. manual shifting, linear vs. digital acceleration and braking, method of control, difficulty level, and even type of game (Arcade Mode, wherein the aim is to complete each stage within a preset time, picking up points along the way, or Championship Mode, featuring a set amount of laps)

Just when the budding LOTUS pilot is ready to be thrust into the heat of battle, what should appear? No, not eight tiny reindeer, but a gigantic in-dash CD player! Several compelling Euro-synth numbers are at the ready, and after tailoring your musical accompaniment, or switching the tunes off, it’s on to the track.

With a little practical experience, it will soon become apparent that LOTUS car control is surprisingly realistic and consistent. Too much speed will result in drifting turns and loss of momentum,



**ESPRIT AVEC ELAN** Gremlin’s Lotus handles well and offers a wealth of extra options, at no additional cost.



# DreamWeb

Dreamweb draws you into a world of greed and corruption, draws you into a civilisation teetering on the brink, draws you into an audio-visual experience like nothing else...

A perfect fusion of the true elements of science-fiction and the dark mysteries of adventure gaming!

Stunning new graphics contribute to the black mood of this compelling new over-head view adventure!

Explore over 200 rooms spread over 30 locations at your own peril!

Exciting combat sequences choreographed to precision!

Realism not to be equalled with the atmospheric music and superb sampled sound effects!

"Awesome...!"

".....Breath Taking...!"

".....Heart Stopping...!"

## A game to die for!

**empire**  
SOFTWARE

Circle Reader Service #136



appropriate gear selection is invaluable, and proper racing lines really do mean something. When a degree of proficiency is attained, championship points will soon begin to accumulate, and soon your name will be proudly displayed alongside other grand racing names from the past and present, such as Jackie Stewpot, T. Hairy Bootson, Nigel Mainsail, Demon Hill and Ayrton Sendup. Ah, yes, a little British humour....

But the star of the LOTUS show is surely the racing environment. I, for one, was dazzled by the number of variables instituted into such a tiny package. Tracks vary from narrow dirt trails meandering through forested groves, to vertigo-inducing cliffside ribbons, from sweltering desert endeavors to six-lane super highways, and even a futuristic setting with roadside geodesic domes, laser beams and powerful car magnets.

Be prepared to navigate through well-rendered digital representations of fog, rain, high-velocity windstorms, snow and ice, and remember to take on fuel when the tank begins to empty. Lotus won't confine its drivers to daytime affairs either, and battles may be fought in the darkest night.

Such divergent driving conditions calls for a variety of driving styles, from the flat-out, "THIS FRIGGING CAR HAS NO BRAKES!" style required in Futureworld to the pick-and-choose method one will need to adopt when the road is obscured with fog and surrounded by trees. This Lotus won't fall apart when crashed, but making contact with obstacles will certainly detract from your effort.

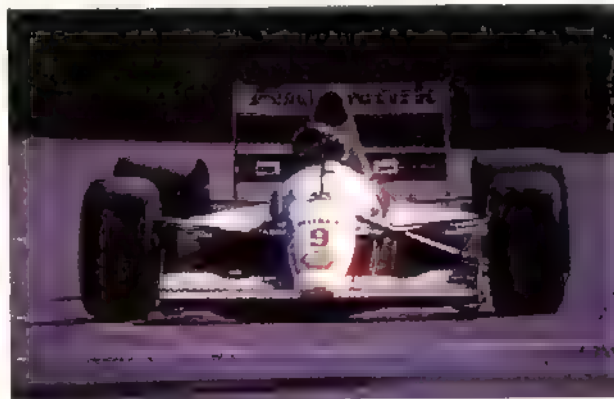
And if a few less obstacles might make the ride a little easier, or the addition of a little more elevation would make things more interesting, then the LOTUS track designer awaits. This track building feature won't allow you to put down specific pieces of track one at a time, but instead allows for modifications to an overall feel. More mud, more darkness, a wider track, a few traffic cones and barriers, or perhaps an overflowing marsh—whatever seems interesting at the time—can be quickly and painlessly programmed. Needless to say, you will never get bored with the same old track.

Movement through the various

LOTUS screens is lightening fast (if installed to the hard drive), there is nary a lock-up, and the game manual leaves nothing in the way of guesswork. Car setup options, replays, game saving and printing capabilities are, unfortunately, not part of the package, yet what LOTUS does do, it does in admirable fashion. For what it's worth, I found this a difficult program to review, as each time I went back to check on a specific detail, I ended up playing the thing for an hour.

ROAD RATING: 

For more information, contact Suncom Technologies (U.S. distributor) at (708) 647-4040.



# THUNDERSEAT

Feedback System Used in  
Real F-16 Simulators  
Now Available to the Public

"VIRTUAL UTOPIA!"

Marc Dultz, STRATEGY PLUS

"It made me feel like I was  
IN THE COCKPIT."  
Alfred Poor, COMPUTER SHOPPER

"I could actually FEEL the  
punch of the afterburner!"  
Ed Dille, ELECTRONIC GAMES

"A QUANTUM LEAP in realism!"  
P.C. GAMES

## HOW IT WORKS

A 100 watt subwoofer built into the base generates low frequency sound that resonates through the wave chamber hidden inside the chair. Thus you not only hear but FEEL your simulation. Paired with your amplifier, the ThunderSeat makes your favorite flight sim as realistic as it can be without a motion simulator!

## OPTIONAL SIDE CONSOLES

put your favorite joystick controls and mouse at a convenient position. Add a keyboard holder and you have the perfect setup for both flight simulation and office work.

**Shake Rattle and Roll  
for as little as \$159.95!**

For a FREE CATALOGUE CALL  
1-800-8-THUNDER

**ThunderSeat Technologies**

6330 Arizona Circle • Los Angeles, CA 90045  
310 • 410-0022 FAX: 310 • 410-1569



Circle Reader Service #185



# Yes, There Are Consequences For Not Pleasing The Peasants



**H**ungry for power? Ultimate Domain is the strategy adventure game where you are master of all. The fate of all your people, of all your lands and even all your enemies rests with you. Govern wisely and you will be rewarded with new colonists, new inventions and clues to find the 7 jewels that will allow you to win the game.



*The fate of every colonist is in your hands*

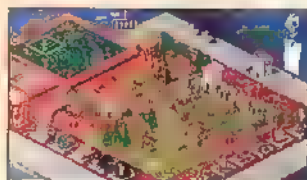
Govern poorly and you may be vanquished or the colonists may revolt.

Ultimate Domain combines sophisticated simulation, role playing adventure and war-mongering fun in one of the most addictive strategy games ever. Best of all, it's never the same game twice.

"The best of a number of existing strategy sims, and blends it with new twists that are all its own. The result is a genuinely great game!"

- PC Gamer

**Y**ou start as a primitive society where even iron is yet to be discovered. You must use your genius, your ambition and your

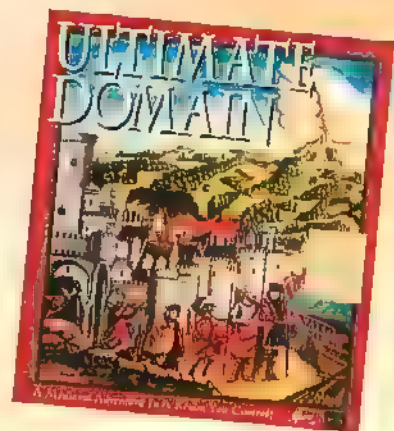


*You decide where to build and how to manage your lands scarce resources*

political savvy against the forces of nature and the follies of man.

Ultimate Domain has five exciting worlds with three levels of difficulty. Detailed characters and incredible graphics will astound you. The CD-ROM version is packed with dazzling animation and original sound tracks.

Still hungry for power? Satisfy your appetite with a big bite of Ultimate Domain. Prove that you are the greatest strategist of all time!



For the store nearest you or to buy, call

1-800-234-3088

For IBM® PC & IBM® CD-ROM and compatibles



Copyright © 1993 Microsoft Corporation. All rights reserved. IBM is a registered trademark of International Business Machines Corporation.



# COMPUTER Express

Since 1985

800-228-7449 EXT 334



**AEGIS**  
GUARDIAN OF THE FLEET

Guardian of the Fleet naval simulation. Pushes you to the limit of real-time strategic and tactical combat simulation. Put the latest in military technology and the ultimate high-tech warship at your fingertips. Features historically accurate battle sequences. Based on newly declassified military information and historical accounts of actual battles. Challenges you to use the arts of deception, intelligence and warfare in this high-tech, high-thrill military simulation.

**\$53**




**SUPRAFAXMODEM 14.4LC EXTERNAL**

External 14,400bps data and 14,400bps send/receive fax/modem. V.42bis data compression for up to 37,600bps throughput. SilentAnswer supports receive fax and voice calls on one phone line. Caller ID, when supported by the phone company, displays information about incoming calls. LED display lights track modem activity. Package includes WinFax Lite, FaxTalk, COM4 and CompuServe Information Manager software. 3-year warranty!

Supra Corp. WIN/DOS/MAC

**\$136**




**11th Hour**

The Eleventh Hour is the magnificently reimagined sequel the best-selling CD-ROM ever in the seventy desolate years since the horrifying murders chronicled in The Seventh Guest, the rotting mansion of evil toy maker Henry Stauf, has been ominously silent. Only when reporter Robin Morales vanished while investigating the house do events resume the malignant past. As Morales' colleague and lover, you explore the ravaged estate to look for her.

Virgin: BW/CD/MAC/CD

**\$51**



**HARPOON II**

Take control of your navy in this exciting sequel to the award-winning game Harpoon. Modern naval warfare simulation that puts the user in command of a variety of modern combat ships, submarines, and aircraft. Realistic military-style vector maps provide a high tech look that is sure to please even the most die-hard armchair admiral.

ThreeSix: DOS/MAC

**\$42**



**Tomb Raider 16**

True 16-bit card with 16-bit stereo sound. Integrated 16-bit A/D D/A Converters. Built-in Joystick Port with 2 Joystick capabilities. Four operators, 20 voice FM music (Yamaha Synthesizer OPL3). Internal CD-ROM Audio Interface. Microphone jack and amplifier. Sound Booster and AdLib Compatible. Compatible CD-ROM Drives: Panasonic, Sony, Mitsumi and Weaners. Includes Wolfenstein 3D.

Empire: DOS

**\$98**



**SUBWAR 2050**

As a mercurial submarine pilot, fight fierce battles for corporate territory deep beneath the waves. Explore thousands of square miles of accurately mapped 3-D underwater seascapes. In four different multi-mission campaigns, the Atlantic Ocean, the North Atlantic, the South China Sea and the Sea of Japan. Simulated Combat mode lets you master maneuvers like Kneekast and Deep Dives before entering a mission. Pilot four types of submarines.

Kempston: DOS

**\$35**

10-Yr Anthology	30
11th Hour	51
1994 Guinness Book of Records	
20th Century Video Almanac	109
3 Balloons	30
3D Dinosaur Adventure	43
7th Guest	30
AD&D: Dark Sun Shattered Lands	49
AD&D: Dragonlance	
AD&D: Eye Beholder Trilogy	52
AD&D: Genie's Curse	44
Acas over Europe	41
Aegis: Guardian of the Fleet	49
AirWorks	25
Art Gallery Windows	54
Arthur: A Teacher Trouble	35
Auto Baron	30
AutoMap 3.0	51
Battle Chess	45
Beethoven The Ninth Symphony 1.1	52
Beneath a Steel Sky	38
Benitz Think & Talk French	97
Benitz for Business, Japanese	110
Better Homes Healthy Cooking	52
Bibins & Religion Shareware	12
Bill Cropp: motorcycle MA	
Blood Not	41
Bookshelf Windows '94	65
Budget Guide USA 1993	19
Buzz Aldrin's Space	55
CNN Time Capsule 1993	27
Castles II	48
Challenge CD Pack	30
Championship Pinball	35
Cinemania Movie Guide '94	52
Comanche w/Mission Drills 1&2	60
Command Starship	41
Compton's Inter Encyclopedia '94	93
Conspiracy	42
Coral Reef	41
Crimo Patrol	CALL
Critical Path	45
Curse of Enchantra	26
CyberRacer	40
Cyberplasm Formula	33
D&D: Fantasy Empires	37
D&D: Stronghold	37
D Dry Operation	7
Damunigate	30
Date to Fly	36
Dark Legion	31
Day of the Tentacle	39
Demolition Arcade Battles	12
Dinosaur Encyclopedia	46
Discovery CD Pack	68
Dracula Unleashed	48
Dragon's Lair	41
DragonSphere	92
Encarta Encyclopedia '94	92
Evolution	35
F 15 Strike Eagle III	48
Falcon Gold	50
Fish on 5	41
Flight ATP w/East & West	62

Freelancer 2120	41
FreePhone	25
Fun CD Pack	46
Gateway II	34
Geisberg	87
Global Explorer	41
Great Naval Battles II	52
Great Naval Battles Pack	12
HAM Radio Shareware	44
Hand of Fate	46
Hell Cab	33
Horde	26
Human Calculator	30
Human	26
Indelible Machine	30
Indiana Fate of Atlantis	39
Iron Heist	58
J.F.K. Assassination	34
Journeyman Project	45
Jurassic	50
King's Quest VI	44
King's Quest VI Upgrade	26
Labyrinth of Time	48
Lands of Lore	42
Lawnmower Man	39
Leisure Suit Larry VI	41
Links: Pinehurst Country SVGA	45
Lord of the Rings	45
Man Enough	45
MPEG: Police Quest IV	46
MPEG: Return to Zark	46
MPEG: SoundTrack	46
MPEG: Space Ace	46
MPEG: Sporting News	26
MPEG: Video Cuba Space	21
Man Enough	45
Monitor Sports	30
Maya Clinic Family Health 1.2	40
Maya Clinic Family Pharmacy	58
Maya Clinic Tidal Heart	35
McHavertine	48
Mega Race	37
Metallurgy: Earth Siege	CALL
Microsoft Baseball WIN	54
Microsoft Golf	42

Lost in Time	21
Lyra: Language French	35
Lyra: Language Spanish	35
MPC: Wizard Diagnostic	12
MPLG: 20th Century Video Almanac	58
MPEG: Dragon's Lair	40
MPEG: Lord of the Rings	45
MPEG: Man Enough	46
MPEG: Police Quest IV	45
MPEG: Return to Zark	46
MPEG: SoundTrack	52
MPEG: Space Ace	46
MPEG: Sporting News	46
MPEG: Video Space	46
Mad Dr	45
Man	30
Man Enough	40
Man Enough	45
Man Enough	46
Man Enough	37
Man Enough	44
Man Enough	42
Man Enough	50
Man Enough	41
Man Enough	44
Man Enough	19
Man Enough	7
Man Enough	52
Man Enough	50
Man Enough	30
Man Enough	21
Man Enough	35
Man Enough	39
Man Enough	7
Man Enough	40
Man Enough	45
Man Enough	30
Man Enough	40
Man Enough	58
Man Enough	35
Man Enough	48
Man Enough	37
Man Enough	CALL
Man Enough	54
Man Enough	42

Mig-29 Gold	50
Might & Magic World of Xaan	41
Millennium Auction	41
Monopoly Deluxe	44
Monopoly Deluxe	29
Multimedia Dinosaurs	52
Multimedia Mozart	52
Multimedia Stravinsky	52
Musical Instruments	52
Newsweek Interactive #1	30
Newsweek Interactive #2	30
Newsweek Interactive #3	21
Nomad	35
Oceans Below	29
Oceans Below	49
Pacific Strike & Speech Pack	78
Penthouse Interactive	35
Photo CD Access Plus WINDOWS	97
PhotoEdge Color WIN	41
Police Quest IV	42
Porky Pig	52
Publisher 2.0	1
ROMX Comics Frank #1	18
ROMX Comics Hardcase #1	18
ROMX Comics Prime #1	18
Raiden	30
Rampage	41
Ravenous	58
Red Baron/A 10 Tank	35
Reckless	48
Return of the Phantom	38
Return to Zark	45
SSN-21 Sea Wolf	CALL
SVGA Harrier	48
Saurus	CALL
Science Adventure II	51
Scrabble Deluxe	30
Secret of Monkey Island	47
SelectPhone	169
Shadow Caster	58
Shadow of the Comet	CALL
SimAnt Enhanced	47
SimAnt Enhanced	52
Sitting on the Fence	43
Solo Kill WIN	26
Space Hulk	21
Space Quest Anniversary	46
Space Quest IV	41
Space Shuttle MPC	30
Special of Destiny Super CD Pack	46
Space VR	42
Spillcasting Party Pack	30
Sporting News Pro Football	27
Star Trek 25th Anniversary	32
Star Trek: Collectibles Guide	32
Star Trek: DSN The Hunt	41
Star Trek: TNG Tech Manual	35
Star Trek: The Next Generation	58
Street Atlas 2.0 USA	90
Strike Commander/Technical	54
Superhero League of Hoboken	35
Syndicate Plus	36
Terror of the Deep	35
Tetris Gold Compilation	35

**FREE LOTTERY TICKET  
WITH ORDERS OVER \$75**

**Request Your**

**FREE**

**Two Dollar Instant Lottery Ticket**

**For Domestic Customers Only  
While Supplies Last**





**X-COM**  
UFO DEFENSE

**STRATEGY**


You are the controller of X-COM, a covert organization formed by the world government to invest in legal and defeat the flying saucers which have begun terrorizing Earth. Commanding groups of scientists, engineers, and soldiers, you must develop a strategy that will ensure human survival. At the same time, you can give direct orders to men in uniform or use your command as they explore alien bases and do battle with the invaders.

**MICRO PROSE**

Microprose DOS, CDROM

**\$41**

**CRIME PATROL**



This multi-level, five-scene thriller challenges players to progress through police ranks, solving a variety of criminal elements. As a rookie, the player takes on gang members, armed robbers and other street criminals.

Promotion to detective will mean working under cover against drug dealers and car thief rings. Be prepared to confront bank robbers and terrorists once you're selected for SWAT team assignment. Only the finest will be able to tangle with the criminal element threatening national security.

American Laser Games, IBM/CD

**\$ CALL**

**STAR REACH**



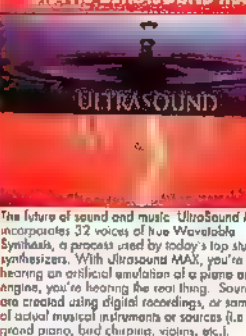
You are the commander-in-chief on a quest to conquer and colonize a galaxy of alien worlds but first you must overcome hostile climate conditions, ward off cunning enemies, weight critical information

calculate the risks, and make tactical decisions.

All of the spread of light! Because in this real time universe, there's a line between galactic success and dismal failure

InterPlay DOS

**\$35**



**GRAVIS ULTRASOUND MAX**

ULTRASOUND

The future of sound and music. **Ultrasound Max** incorporates 32 voices of true WaveTable Synthesis, a process used by today's top studio synthesizers. With **Ultrasound MAX**, you're not hearing an artificial emulation of a piano or jet engine, you're hearing the real thing. Sounds are created using digital recordings, or samples, of actual musical instruments or sources (like grand piano, bird chirping, violins, etc.).

**FEATURES** 16-Bit, 48 KHz stereo playback and recording. Expandable 192 General MIDI Instrument Set

directed Gravis USA

**\$199**

**M-4 SHERMAN TANK**

**M4**  
your enemy's tank

**872**

Your engine roars to life as your tank pivots out of its hiding place in the tree line. The familiar squeak of the track links echo in your ears as you move swiftly down the road - one more day closer to Germany

Deadly Carners WINDOWS, MAC **\$35**

**THE FOUR SEASONS**

Four fun, fast baseball games hosted by two zany characters Bernie and his dog, Jack, are here to brighten your life with their irrepressible antics. They're on 24-hour duty to prevent your screen from burning and your mind from burn out. Random, honesty, or pre-hokey, or perhaps...

**MicroAge, WIV**

**\$24**

Take command and lead your team through the World Cup competition. Take total control of all the teams vying for the world's most coveted sports honor. Each of the 24 national teams has been meticulously studied and rendered so that they mirror the strengths and playing styles of the actual squads. On the field, perform all the moves of these elite athletes, like best soccer players in the world.

From Software DOS

**\$29**

**ACES IN THE DEEP**

The most desperate battle of WWII is about to begin. Between September 1939 and May 1945, as mankind continued to sink the

**ACES IN THE DEEP**

...the

...the surface of the great oceans.

Go man! launched over 1,000 J-boats into combat against the Allies. These submersible war machines prowled the stormy seas striking without warning as deadly phantoms of the deep. You take command in the most realistic and simulation advanced WWII German U-boat simulation ever created.

Sierra, IBM, CDROM

**\$45**

	price	rating
The Patrician The First Book	\$2.95	3.5
Three Strangers	\$2.95	2.1
They Are Aestha Baseball II	\$2.95	48
Total Distortion	\$2.95	3.8
UFO Classic Guide	\$2.95	62
USA Today: The 90's Vol. 1	\$2.95	45
Ultima VI	\$2.95	55
Ultima Underworld I & II	\$2.95	55
Ultima VII: Complete Series	\$2.95	58
Ultimate Guide To 'Supercy	\$2.95	55
Under a Killing Moon	\$2.95	56
Vegas Games Deluxe	\$2.95	26
Video Cube Space	\$2.95	40
Vidna Cube Sports	\$2.95	25
Viper: Assault on the Outfit	\$2.95	41
Where in World Deluxe	\$2.95	55
Who Shot	\$2.95	34
Wild Blue Yonder	\$2.95	52
Wolf Pack	\$2.95	30
World J.D.	\$2.95	110
World Atlas 4.0	\$2.95	43
World Circuit Grand Prix	\$2.95	35
Wrestle of the Gods	\$2.95	43

SimCity Classic	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	26
SimCity Graphics, Ancient City	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	15
SimCity Graphics, Sail II	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	15
SimCity	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	20
Spectre Antics	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	18
Spectre VR	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	35
Star Trek 25th Anniversary	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	34
Star Trek DSN: The Hunt	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	41
Starship Troopers	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	35
Strip Poker Pro #1 Data Disk	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	19
Strip Poker Pro #2 Data Disk	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	19
Strip Poker Professional	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	30
Sword of Sodom	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	30
TeeTee - a.k.a. Tee	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	15
Theme Park	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	37
Thrashmaster: Flight Cam MK1	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	101
Thrashmaster Rudder Pedals	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	01
Thrashmaster Weapon Mail	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	61
Titan Engineer	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	30
	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	3
Vaultyn	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	21
Vegas Games Entertainment Pack	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	21
Venus VR	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	30
Wheel of Fortune w/Vanna White	12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26	60

Air Warrior	35
American Civil War II	38
Astrochase	35
Axis Into Germany	31
Coast	30
Caesars Palace	21
Cybernetic War	21
Castles II	35
Cadrel of the Dead	38
Civilization	45
CyberRace	41
Dead Dead	39
Empire Deluxe	30
Evolution	40
F117A Stealth Fighter	30
Fight Commander	41
Fight Simulator 4.0	44
Flying Nightmares	41
Freelance 2120	35
G-Man	40
Grubal Knight	41
Harpoon II	41
Indiana Jones Fate of Atlantis	35
Jaguard Sports Edition	26
Jaguard with Alex Trebek	25
King's Quest IV	45
Legend of Kyrandia	35
Leisure Suit Larry V	41
Mac Sherman Tank	35
Mac Attack	21
Mac Full O'Humans	26
More Incredible Machines	30
Oxide Magnum	37
PGA Tour Golf II	30
Railway into Gu	39
Police Quest IV	30
Powermover	38
Quest for Glory IV	35
Raiden	30
Royal Flush	37
SimAnt	40

W. Zigi Zag	30
3 Belongs	53
7th Gun	30
Chromaster 3000	30
Cyberplasm Formula	33
Day to Fly	31
Dank Seed	39
Evolution	56
Flying Nightmares	35
Freelancer 2120	40
Gus Goes to Cyberlawn	35
Hell Cab	58
Indiana Jones Fate of Atlantis	39
Ivan Hellx	58
Ironman Main Project	44
Jump Kevin	43
Labyrinth of Time	48
Lowmower Man	39
Madness of Roland	35
Music Sports	30
Myst	46
Panithouse Into Active	78
Planetary Tax	29
Police Quest IV	39
Raidbit	45
Return to Zork	48
Sitting on the Farm	45
Sotti Kill	26
Spectre VR	42
Star Trek DSN The Hunt	41
Star Trek TNG Tech Manual	35
Steel Atlas JSA	87
Synthetic	36
Target King	37
Viper Assault on the Outfit	47
Virtual Taro	70
Wild Blue Yonder	52
Wreath of the Gods	43

**800-228-7731**  
**31 Union Ave.,**  
 日本の皆様よりのオーダー大歓迎  
 又は、CompuServeID:70007  
 迅速に、如何なる御買  
**FREE UPS GROUND**  
**10,000 IN \$**

Aladdin SEGA	47
Animals 3DO	47
Art of Fighting SNES	58
Blades of Vengeance SEGA	CALL
Cliffhanger SEGA	53
Dragon's Lair 3DO	47
Dungeon Master SNES	64
Escape from Monster Manor 3DO	50
Eternal Champions SEGA	60
Hardball II SNES	56
Hearts 3DO	51
John Madden NFL '94 3DO	51
Jungle Strike SEGA	43
Jurassic Park SEGA	43
Kombat Cars SEGA	36
Lethal Enforcers SEGA	CALL
Lethal Enforcers SEGA CD	CALL
Lemmings 3DO	5
MLBPA Baseball SNES	5
Mad Dog McGraw 3DO	51
Micro Machines SEGA	46
Marvel Kombat 3DO	50
Marvel Kombat SEGA CD	44
Marvel Kombat SNES	55
NBA Jam SEGA	45
NBA Jam SEGA CD	50
NBA Showdown 94 SEGA	50
NFL '94 SEGA	46
Normy's Beach SEGA	43
Ocean's Below 3DO	CALL
Out of This World 3DO	51
Pole II SEGA	49
Pinball Soccer SNES	53
Shadowrun SEGA	50
Some Like It Hotdog 3 SEGA	58
Space Shuttle 3DO	43
Star Control II 3DO	52
Sixx Trek TNG Echaps SEGA	50
Star Trek TNG Future's Past 3DO	61
Star Trek TNG Future's Past SNES	61
Street Fighter II SEGA	63
Street Fighter II SNES	62
Super NBA Basketball SEGA	58
Super Off Road Baja SNES	53
Super Vying Commander 3DO	50
Taichu Alley 3DO CD	51
Virtual Racing SEGA	58
Virtual Pinball SEGA	CALL

<b>49</b>	<b>EXT. VOICE:508-443-6125</b>
<b>334</b>	<b>FAX:508-443-5645</b>
<b>Sudbury, MA 01776</b>	
日本語で FAX:0011-608-443-6R45、	
34で見取りをお問い合わせ下さい。	
にも留意をもってお答え致します。	
<b>ND SHIPPING</b>	
<b>OCK ITEMS</b>	
After Dark 3.0 WIN 30	
AutoMap Upgrade 3.0 WIN 29	
AutoMap Upgrade 3.0 WIN 26	
Babys TM Screen Saver WIN 15	
Charles Barkley Screen Saver WIN 13	
Comic View MFC 5.0 465	
Disney Collection Screen Saver 29	
Get Wired WinDOWS 21	
Girls Galore Screenware CD 18	
Holy Bible King James Version 29	
Home Survival Toolkit 32	
IBM PC DOS 6.3 84	
IBM PC DOS Upgrade 6.3 83	
Key CAD Complete 25	
Lions Britannia Screenware CD 30	
Lotus 123 Release 4 Upgrade WIN 100	
Norton Desktop 3.0 WIN 116	
Office Standard WIN 4 468	
Personal Goal Analyzer 10	
Photo CD Auto Racing 30	
Photo CD Frameworks 30	
Photo CD Sailboats 30	
Photo CD WWII Aircraft 30	
Print It Paradise WIN 30	
Print Shop Deluxe WIN 42	
ProComm Plus WIN 46	
Publishing 2.0 WIN 98	
QEMM 386 7 x 63	
Remind Me 30	
Scenes Impressionist Collected 23	
Scenes Outer Space Collection 23	
Scenes Sierra Club Collection 23	
Star Wars Screen Saver 27	
WinFax Pro Win 4.0 82	
Windows 3.1 1 Upd add 55	
Word 6.0 WIN 308	
ADSD Dark Sun Shattered Lands 48	
ADSD Dungeon Hack 39	
ADSD-Eye of Beholder Trilogy 49	
ADSD Genna's Curse 41	
ADSA Baseball WIN 30	
Acas Over Korea CALL	
Acas of the Dump 41	
Acas over Europe 41	
Acas over Europe Mission #1 CALL	

**800-228-7449** EXT. 334 VOICE:508-443-6125  
FAX:508-443-5645  
**31 Union Ave., Sudbury, MA 01776**

日本の皆様よりのオーダー大歓迎！日本国で FAX:0011-608-443-5845、  
又は, CompuServeID:70007.1534で見様りをお願い合わせ下さい。

迅速に、如何なる御要望にも留意をもってお応え致します。

**FREE UPS GROUND SHIPPING**  
**10,000 IN STOCK ITEMS**



# COMPUTER Express

Since  
1985

800-228-7449 EXT. 334

**REELMAGIC LIVE**



Thanks to the MPEG standard, you'll enjoy full motion, full screen, playback on your PC. No more jerky video. It brings a dazzling array of entertainment and interactive learning software to your desktop. Use ReelMagic Live for a variety of applications, including entertainment, video CD, interactive learning, Karaoke CD, business presentations, and more. Thirty frames per second video playback gives you TRUE full motion. Full screen video for a real movie-like experience.

Signa Design: IBM \$299

**MORTAL KOMBAT/GAMEPAD**



From Sub-Zero Reiten and the rest of the Kombat Warriors to the grueling endurance and intense mli or matches, the arcade hit now explodes onto the PC. Execute bone shattering combos and treacherous finishing moves. Defeat the four armed hell human Dragon, Goro, and the shape changing wizard, Shang Tsung, to become supreme Mortal Kombat Warrior. Now play even better with the GamePad. The ideal solution for arcade games.

H-Tech Expressions: IBM \$46


**TRUSTMASTER WEAPONS MARK II**



User programmable throttle and weapons functions. Program your joystick for any current or future game. Your gaming peripherals (joystick and WCS) will be instantly compatible with current or future games. Features: LED lighting system indicates when certain functions are activated. Screw-down connector. Handle moves fore and aft for throttle control. Sturdy seven-foot cables. Allows joystick programmability through joystick interface. Digital/Analog mode toggle switch. User-programmable functions. One-year warranty.

Trustmaster: IBM \$92

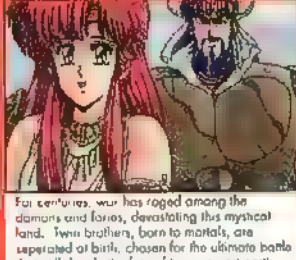
**Dynamic Dimensions: DOS/CD**



You are super hero Morph man and it's your job to rescue the kidnapped Professor. Destroy scientific experiments, and blow up a research fortress. The world is depending on you and your Morph tech.

Dynamic Dimensions: DOS/CD \$28

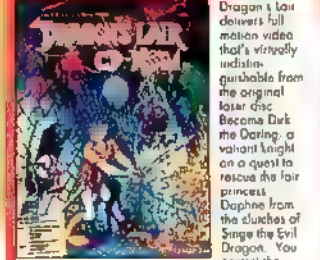
**MegaTech: IBM, CDROM**



For centuries, war has raged among the demons and forces, devastating this mystical land. Twin brothers, born to mortals, are separated at birth, chosen for the ultimate battle that will decide the fate of heaven and earth. They later meet, never knowing their true relationship - or their dark destiny. Fated to duel your twin to the death, you must fight to stay alive and rescue lovely, innocent maidens from the clutches of menacing foes.

MegaTech: IBM, CDROM \$40

**Dragon's Lair CD-ROM**



Dragon's Lair delivers full motion video that's virtually indistinguishable from the original laser disc. Become Dirk the Daring, a valiant knight on a quest to rescue the fair princess. Daphne from the clutches of the evil Dragon. You control the actions of a daring adventurer fighting his way through the castle of a dark wizard who has enchanted it with treacherous monsters and obstacles. Lead on brave adventurer - your quest awaits.

Acclaim: CDROM \$41

Adventure Pack	25
Air Combat Classics	40
Air War of	35
Aven egory	CALL
Alone in the Dark II	34
Arizona 2	35
Archon Ultra	30
Arctic Boreas	30
Art of the Kill	25
Axis the Gamechanger	36
Barkley Baseball	CALL
Battle Chess 4000 WIN	34
Battle of Britain 2 WIN	35
BattleDrama	30
Bicycle Bridge WIN	29
Bicycle Poker WIN	29
Big One WIN	30
BlackJack for Windows 3.0	32
Blade Stone	10
Blitzkrieg	CALL
Blood Net	39
Bone & the Gray	39
Body Blows	35
Brutal 3	35
Bridge Olympiad	30
Brutal Sports Football	35
Cannons Palace WIN	18
Campaign II	34
Cannon Fodder	CALL
Carrier Strike	41
Castles II: Siege & Conquest	35
Castle Tales: Baler Evil Eye	CALL
Civilization	46
Classic 5 WIN	30
Coaster	18
Comanche & Mission Disk #1	49
Comanche: Mission Disk I	25
Comanche: Mission Disk II	37
Commander Stenly	CALL
Command and Conquer	34
Companions of Xenia	34
Corridor 7	30
CyberRace	40
CyberSpace	35
D&D Fantasy Empires	37
D&D: Stronghold	37
3 Day Operation Overlord	30
Dangerous: The Beginning of End	41
Dark Legion	42
Dawn of Aerial Combat	41
Day of the Tentacle: Maniac II	34
Delta V	41
Dimension	CALL
Disciples of Steel	35
Doom Episode I	35
DreamWeb	30
Dune II	35
Dungeons Master	26
Earth Invasion Arcade WIN	39
Elder Scrolls: Vol I Arena	35
Empire Deluxe	35
Empire Deluxe Scenario	23
Empire Deluxe WIN	35

Etanem	35
Evans Action	32
Evans: Mission to the Moon	30
Evolution	50
F14 Fleet Defender	39
F15 Strike Eagle II	39
Falcon 3.0	48
Falcon 4.0	CALL
Falcon: FA-18 Hornet	32
Falcon: Mig 29/Dandy Adversary	31
Fists of Glory	38
Flashback	30
Flight Light	CALL
Flight Screen Saver	CALL
Flight Simulator	21
Flight Simulator 5.0	29
Flight Simulator Guide	16
Flight Simulator Toolkit	51
Flying Circus	CALL
Front Page Sports/Football Pro	46
Front Page Sports: Baseball	37
Front Page Sports/Football Pro	46
Front Page Sports: Ice Hockey	37
Game Maker 2.0	38
Gangsta Khan II	35
Gothberg Wins	29
Global Dominators	34
Global Response	CALL
Goblins	18
Goblins II	21
Goblins III	21
Goblins IV	21



**PRO LEAGUE BASEBALL**



America's National pastime. With the warmth of springtime, baseball fans witness a new birth every year. It comes with a feeling of excitement and that excitement means baseball. Enjoy baseball excitement year round with Pro League Baseball. Supports true modern play with chat mode. Includes both simulation and arcade play modes. Complete statistical printout capabilities. League leaders maintained for all major categories. Create your own teams or edit existing ones.

Micro Sports DOS **\$35**

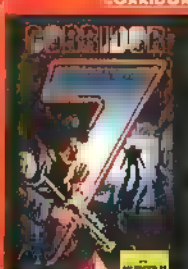
**COMMANDER ADVENTURE STARSHIP**



Buy a sleek starship to explore regions unknown and defeat untold riches from distant galaxies. Avoid pirates and fast-paced alien battles who wonder the universe randomly attacking ships like yours. Never the same game twice. Completely regenerate the universe at will. Custom-configure more than 30 ships to your requirements, with more than 80 weapons, shields, and engine systems.

Mark Schwarz DOS, IBM CD **\$39**

**CORRIDOR 7**



The latest in 3D arcade games has arrived. Featuring an enhanced 3D engine this game features a 3D environment you challenge your skills at a maze-like series of hallways and test chambers covering 30 floors. Included: morphing aliens, advanced military weapons, proximity mapping, infra-red and night vision and stereo sound. You are a special forces agent - try to eliminate all invaders, floor by floor - by whatever means possible. Wage a ferocious battle through the avenue military base and reach your destination.

InfoCorp DOS **\$30**


**HARDBALL: THE DIAMOND COLLECTION**



Features digitized players and 256 color VGA graphics. Complete stats as you play. Actual outfield dimensions. Test your power. Five cameras over the field. Watch instant replays and save the best. For your Highlight Reel. The league's best double play combo. Cut-off men take throws. Outfielders back each other up. Team and player editors let you alter everything from team logos to a player's ability. Diamond collection includes Hardball II, Big League Baseball and MLBPA Player's Disk.

Academy DOS **\$39**

**EMPIRE DELUXE: MASTERS EDITION**




The Masters Edition is an incredible value. Includes all the features found in the award winning Empire Deluxe. Windows Empire Deluxe DOS, and Empire Deluxe Scenarios. One to six players.

Challenge your opponents via modem, network e-mail, or serial port. Experience hours of challenging historical, custom made and futuristic scenarios of military engagement. Control up to 10 unique unit types from infantry to battleships. Each with their own statistics and specifications.

New World Computing IBM CD **\$24**

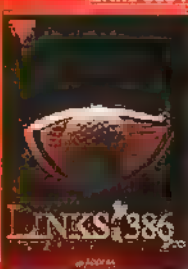
**WARLORDS II: SCENARIO BUILDER**



Following your legendary conquests in Warlords II, comes a new power. Power to create worlds. Power to populate them with fierce races and mythical heroes. Power to build awesome weapons of war and to use them in epic battles. This easy to use Scenario Builder lets you invent your own Warlords II scenarios. Design new maps, armies, and cities. Become the sculptor of worlds. Explore 24 new scenarios with exciting army, city, and terrain sets.

SSI DOS **\$30**

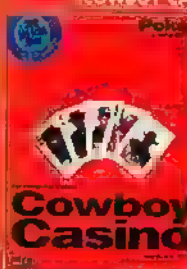
**LINKS 386 PRO**



Championship golf at your fingertips. Featuring Harbour Town Golf Links with Super VGA 256 color graphics for breathtaking views. Over 345 different combinations of viewing windows. Features a club selection, saved shots, and a profile view. Male or female golfers with 10 different shirt colors to choose from. Statistics recorded for each player and game with optional printout. Supports SoundBlaster and compatible sound cards. You've got nothing to lose, and so much golfing to gain!

Kaiser DOS/MAC **\$39**

**COWBOY CASINO**



Five wise-cracking card sharks teach you high-stakes poker in a real Old West saloon. Get hit with a stream of smart-alek remarks every time you make a mistake. And while you're laughing, you'll learn Five Card Draw, Five Card Stud, Seven Card Stud, Texas Hold'em, and more. Learn the odds of hitting a range of winning hands, when to open, raise or fold, and when and how to bluff. Easy to use controls let you cover all aspects of each game one step at a time, as often as you want.

MidPlay CDROM **\$34**

**IBM RECREATION**

Pool of Atlantis	34
Red Glitch	CALL
Return of the Phantom	35
Return to Zork	45
Romance Three Kingdoms III	41
Royal Flush	37
Rules of Engagement II	40
Russian Six Pack	26
Russian Six Pack WIN	21
SGA Harrier	48
Star 3 Max Hit the Road	34
Soft City	CALL
Shadow Caesar	30
Shadow of the Comet 2	CALL
SimAnt WIN	30
SimCity 2000 WIN	40
SimCity 2000 Great Disasters	15
SimCity Classic WIN	26
SimCity Graphics Ancient City	13
SimCity Graphics Set II	30
SimFarm	30
SimHealth	35
SimLife WIN	30
Simolin Guns	26
Soccer	30
Solitaire WIN	16
Spartan's Journey WIN	35
Space Hulk	29
Space Quest V	40
Spaceward Ho! III	CALL
Spear of Destiny	30
Space of Destiny Mission 2	26
Space of Destiny Mission 3	26
Spectra VR	35
Spectra VR	CALL
Star Trek	CALL
Star Trek 25th Anniversary	34
Star Trek DS9 The Hunt	41
Star Trek J.R. Movie & Sound	21
Star Trek Judgment Rites	34
Star Trek Starfleet Academy	CALL
Star Wars Chess	32
Stonehenge	34
Street Fighter II	30
Strike Commander	19
Strike Commander Speech Pack	19
Strike Commander Tactical #1	21
Strike Squad	37
Subwar 2050	35
Superhero League of Hoboken	35
Syndicate	36
Syndicate American Revolution	21
Terminator: 2029	27
Terror of the Deep	35
The Dig	41
The Patagonia	35
Theatre of Death	CALL
Time Park	37
Third Earth	34
Tie Fighter Space Combat	45
Tony La Russa Baseball II	37
Tornado	50
Train Engineer	30

**IBM RECREATION**

Train Engineer WIN	30
USCF Chess	35
Ultima Underworld	21
Ultima Underworld II Labyrinth	49
Ultima VII The Black Gate	48
Ultima VIII Pagan	47
Ultima VIII Pagan Speech Pack	18
Ultimate Domain	32
Victory at Sea	41
Video Poker for Windows	35
Vikings: Fields of Conquest	2
Virtual VR WIN	60
Warfare Con. Set II Tanks	41
Warlords II	39
Warlords II Construction Kit	30
Wheel of Fortune Deluxe	35
Wheel of Fortune Deluxe WIN	26
When Two Worlds War	34
Wing Commander	35
Wing Commander Academy	25
Wing Commander II w/Speech	25
Wing Commander III	CALL
Wings of Glory 1917/1918	16
Whiteword	CALL
Wizard	CALL
Wizardry Trilogy IV/V/VI	34
Wolfpack	24
World Circuit Grand Prix	34
World War II Battle 5 Pacific	34
World at War Op. Crusader	41
X-Wing	39
X-Wing B-Wing I of Duty	21
X-Wing Imperia Pursuit	21
Zephyr	41
Zig Zag	30
Zig Zag WINDOWS	30
Audio Musician 16CD	8
AudioMan	115
Digital Sound Pro 16	12
Digital Sound Pro 16 Plus	167
Game Blaster CD 16	192
Gravis UltraSound	122
Gravis UltraSound Max	199
Gravis UltraSound MIDI Adapter	36
Joystick Sound Pro 16	130
Par-A-Ble Sound Plus	107
Premium 3-D J-Sound	145
Premium 3-D J-Sound 2	145
Pro 3-D SBC 16 w/ Wavetable	270
Pro Audio 16 Basic	97
Pro Audio Studio 16	127
Pro Audio Studio 16X	167
Pro Audio Spectrum 16 US JFets	126
ReelMagic Multimedia Playback	165
ReelMagic 2.0 Audio Producer	462
Sound Blaster 16 Basic	103
Sound Blaster 16 MFP	163
Sound Blaster 16 MCD ASP	191
Sound Blaster 16 SC52	181
Sound Blaster 16 SC52+ ASP	219
Sound Blaster 16 Value Edition	107
Sound Blaster AWE32	284
Sound Blaster DigitalEdge 3d	714
Sound Blaster Pro 16 v2	83
Sound Blaster Pro 16 v2 with	57
SoundMan 16	106
SoundMan Wave	188

**800-228-7449** EXT. VOICE 86  
334 FAX 77  
31 Union Ave., Sudbury, MA 01876

日本の皆様よりのオーダー大歓迎！日本語で FAX:0011-508-443-5846  
又は、CompuServe ID:70007.1534 で見様をお問い合わせ下さい。  
迅速に、如何なる御要望にも誠意をもってお応え致します。

**FREE UPS GROUND SHIPPING**  
**10,000 IN STOCK ITEMS**

**JOYSTICKS/GAMECARDS**

Flight Stand	17
Flight Stick	16
Flight Stick Pro	37
Flight Stick Pro Plus	72
GameCard III MCA Automatic	76
GameCard III MCA Automatic	41
GameCard 2000 up to 80MHz	26
GameCard Parallel Game Port	30
Gravis Expansion Card	23
Gravis Gamepad Mac	30
Gravis MouseStick II MAC	59
Gravis PC Gamepad	21
Gravis PC Gamepad	26
Gravis PC Gamepad	CALL
Gravis PC Gamepad	59
Gravis PC Gamepad	101
Gravis PC Gamepad	101
Gravis PC Gamepad	64
Gravis PC Gamepad	9
Gravis PC Gamepad	253
Gravis PC Gamepad	24
Gravis PC Gamepad	101
Gravis PC Gamepad	39
Gravis PC Gamepad	39

**CD DRIVES, SPEAKERS & UPGRADE KITS**

Koss HD 6 MPC Speakers	63
Koss HD 6 MPC Speakers	74
Koss HD 6 MPC Speakers	32
Koss HD 6 MPC Speakers	62
Koss HD 6 MPC Speakers	29
Koss HD 6 MPC Speakers	268
Koss HD 6 MPC Speakers	47
Koss HD 6 MPC Speakers	270
Koss HD 6 MPC Speakers	725
Koss HD 6 MPC Speakers	349
Koss HD 6 MPC Speakers	308
Koss HD 6 MPC Speakers	392
Koss HD 6 MPC Speakers	743
Koss HD 6 MPC Speakers	613
Koss HD 6 MPC Speakers	516
Koss HD 6 MPC Speakers	568
Koss HD 6 MPC Speakers	999
Koss HD 6 MPC Speakers	305
Koss HD 6 MPC Speakers	424
Koss HD 6 MPC Speakers	533
Koss HD 6 MPC Speakers	490
Koss HD 6 MPC Speakers	777
Koss HD 6 MPC Speakers	235
Koss HD 6 MPC Speakers	706
Koss HD 6 MPC Speakers	294
Koss HD 6 MPC Speakers	166
Koss HD 6 MPC Speakers	440
Koss HD 6 MPC Speakers	47

800-228-7449 • Orders Only, 908-443-6126 • all other business. Sales Dept. Hours: Monday - Friday • 9AM (EST) 8PM, Saturday & Sunday • 9AM (EST) 5PM. All other business. Monday - Friday • 9AM (EST) 5PM. Most orders ship within 24 hours. Temporary shortages are normally filled within 10 days. Books, Memory chips, and some electronic components are not returnable. We ship only to verified billing addresses. International orders welcome. Airborne express shipping charges \$7 per order up to \$10 per box above 6 lbs. UPS ground handling charge \$5 per order. Actual freight charges apply for computers, hard disks, Benetton, tape back ups, monitors, Multimedia kits, monitors, etc. Asian, Hawaii, Australia, continental U.S. APO/FPO call for information. Prices subject to change without notice. Some product not available outside the U.S. Please call for more information. Not responsible for errors or omissions. MasterCard, Visa, Discover, American Express, prepaid orders, purchase orders, wire transfer, cash, and cashiers check accepted. Personal and Company checks allow 14 days to clear. No surcharge for credit card orders. Your credit card is not charged until the merchandise is shipped. We check for stolen credit cards. All returns for credit, repair, or exchange must have a return authorization number. Returned orders or ordered wrong items are subject to a 15% restocking fee. We ship latest versions of software available. Over two years of service. Thousands of satisfied customers. Send your Fax today! All quotes are based on immediate delivery. Product covered by manufacturer's warranty. Defective items replaced immediately. All item numbers represent 3.5 floppy, except where noted. Educational, government, and corporate purchase orders welcome.



**Since  
1985**EXT  
334

**Hanna-Barbera**  
ANIMATION WORKSHOP

Simple instructions allow everyone to quickly learn how to produce animated scenes just like the professionals. Whether you are a novice or have a serious interest in animation, The Home-Born Animation Workshop has something for everyone.

**\$45**

def's. Young readers can even improve reading skills with a Talking Storybook. Find out which bug is the loudest, the longest, the fastest, and other amazing facts. Get bitten by the bug take an exciting, inviting, interactive journey into the creepy, crawly world of insects.

**Kazuo Akiyoshi** DOS, WIN, CDROM **\$40**

CREATIVE  
OMNID

Add lots of the art CDROM technology to your PC. The Creative Labs Omnide CD Upgrade Kit provides everything you need to expand your general computing horizons into the realm of multimedia. Features a convenient front-loading tray, a front-panel headphone jack and volume control for playback of audio CD's, and supports all PC's and sound cards. Includes a CD ROM interface card, high speed CDROM drive and all the cables necessary to connect the drive to your PC.

**\$29**

**Creative Labs** **SM**

**\$299**

GUINNESS  
STOUT

Discover unique facts & verse super facts on Earth and Space, Science and Technology Arts and Entertainment & Human Achievements and more. With pictures, movies, and details of every imaginable fact at your fingertips, you are now becoming an entertainment idol!

Greater IBM CD

\$31

**skills** Presents exciting games and activities in the context of an irresistible storyline. Features 4 new arcade games, 2 fun interactive carnival booths, and 6 sensational shows under the big top. Hall of Fame displays child's name and winning tickets.

ATI, DC

**\$24**

**THE SOLEFAIRE ANTICS**

one of the including backgrounds simply add  
any of your own. Easy to use double sided inter-  
face and special send to foundations control  
greatly facilitate game play. Includes the new  
Royal Family, created especially for the enjoy-  
ment of children.

Geometrik DQS Windows

**\$18**

ACT w/Cliff Notes	30
Biology Studyware	24
Cellulul Studyware	25
Chemistry Studyware	24
GMAT w/Cliff Notes	30
GRF w/Cliff Notes	30
LSAT w/Cliff Notes	34
Physics Studyware	26
SAT I NEW Personal Trainer WIN	35
SAT I Studyware	24
Score RX for ACT at Home	60
Score RX for GRF at Home	60
Score RX for LSAT at Home	78
Score RX for SAT at Home	60
Your Personal Trainer/SAT2 CD	25

Multimedia Workshop	46
My First World Atlas	30
My Own Stories	10
Offell Drawn Under	34
Oregon Trail	30
Playroom 2 0	30
Putt Putt Goes to the Moon	31
Reader Rabbit <sup>1st grade</sup>	35
Reader Rabbit Ready for Letter	15
SAT 1 Studyware	30
Spell It Plus	30
StickyBear Reading Room	35

Advanced Spelling Tricks	30
Animal Tales	30
Animal Tales	42
Basic Spelling	30
Beginning Reading	29
Crickets Zoo	44
Cricket	3
Cy Mail	30
Baby Bats' Birthday Surprise	41
Baby Bats' Fun Pack	31
Bats' Zoo	47
Common Animals	21

Amazon Trail	J4
Baby Illustrated	35
Bug Adventure CD	40
Pug Adventure CD	31
Company of Wholes CD	42
Computer Works	28
Concentrate	25
Dandy Dinosaurs CD	48
DinoPark Lycium	34
Discover Space	6
EZ Cosmos 4.0.	42

American Heritage Dictionary	35
Amerscan in Space CD	48
Animals: San Diego Zoo CD	37
BodyWorks 3.0 CD	35
BookWorks 3.0 CD	37
Cambridge News: Global View CD	38
Campton's Encyclopedia CD	90
Crawl Crescendos CD	42
Cute n' Cuddles	40
Dictionaries & Languages CD	13
Dictionary of Living World CD	9
Encarta Literature CD	43
Encarta MPC Encyclopedia CD	46
Discovery CD Pack	82
Encarta MPC Encyclopedia CD	82
Encarta MPC Encyclopedia CD/SEDS	82
Greatest Book Collection CD	32
Information - Rating JSA to Z	39
J.F.K. Assassination CD	36
Key Dictionary Plus	24
MS Dinosaurs Multimedia CD	82
MS Encarta: Solar System	82
Webster's Dictionary	61

## Get Rich Free



**YOUR  
CHANCE TO  
STRIKE IT  
RICH!**

For every order  
over \$75, request  
a free lottery ticket  
from **COMPUTER  
EXPRESS**

Jurassic Dinosaurs CD	30
Jurassic Dinosaurs WIN	30
Kid's Zoo CD	46
Kid's Zoo 2 CD/WIN	15
Learn About the Human Body	10
Mario's Time Machine	20
Peasants Love CD	29
Orangutan Under WIN	34
Oregon Trail Deluxe	30
Oregon Trail Deluxe CD	41
Popeye's Adventures in Time	30
Planetopia Toss CD	29
Prehistoric CD	30
Quest for Olympus's Science	30
Science Adventure 2 CD	35
Science Adventure II CD	35
Space Adventure	30
Space Adventure CD	34
Time Adventure CD	30
Time Magazine CD	21
Time Lapse CD	15
Time Riders: American History	35
Time Tracks	30

Advanced Spelling Tricks	32
Algebra	30
Algebraic Blast, Plus	33
Alphabet Blocks	30
Amazon Tern	31
Basic Spelling	30
Beginning Reading	29
BodyWorks 3 0	41
Calculus Studyware	24
Dinosaur Adventure	30
Early Math	30
Funny Bears Fun Pack	71
Gene Arts	33
Keep n Karaoke	35
Kid McGee	21
Kid Pix Fun Pack	23
Kid's Art Corner	31
Kid's Studio	35
Kid's Typing	30
Kid's Zoo	35
Kidzoo	26
Mac JSA 2 0	30
Mama Teaches Typing	35
Moth Blastin' Plus	35
Math Rabbit 2 0	35
Milla & Mollie House	30
Moby	30

Fairy Beer's Birthday Surprise	43
Fairy Beer's Fun Pack	31
Kid's Zoo	31
Lifeguard Armadillo	27
Lifeguard Animals w/Backbones	27
Multimedia Workshop	46
My Silly CD of ABC's	21
My Silly CD of Counting	21
Super Solvers Qul Numbered	35
Super Solvers Spellbound	35
Super Solvers	35
Treasure Hunt	35
Treasure Hunt	35
Young Tutor 6	20
Vocabularium French I	34
Vocabularium Italian I	35
Vocabularium Spanish I	35
Where in America's Past	29
Where in Space Deluxe	29
Where in Time is Carmen	40
Where in the World is Carmen	29
Word Attack 1	30
Word Attack 2	30
Word Attack 3	30
Word Attack 4	30

My Silly CD of ABC's	42
Multimedia Workshop	46
My Silly CD of ABC's	2
My Silly CD of Counting	2
New Kid on the Block TO LEARN	34
Richard Scarry Best Neigh	30
R-Word Scarry Busiest Neigh	30
rhyme Vails Outer Space	30
Vinny Vails the Ocean	30
Whod Alike	30
Zoo Behind the Scenes	34
Easy Working Typing	12
Easy Working Typing WIN	21
Marie Lou has typing	26
Max & Bear on Typing 3 D	30
Max & bear on Typing CD	34
Typing Like a Pro	30
Typing Like a Plus	30
Typing Like a Plus WIN	30

Webster's Dictionary WIN	61
Where is America's Past Commemorative	29
When in Time Certain Delano	40
Where in Time Current	30
Where in the World's Current	30
Wild and Scenic Areas of the West	33
Zoo Behind the Scenes CD	34
Zookeeper	25
Zugi Race Through Space	35
<b>2nd Math</b>	26
3	29
Algebra	52
Algebra by Example	29
Bulk's Eye Math	33
Compassing a Blackjack	23
Chemistry Works DOS/Win	21
Crummer WIN	30
Dinosaur Addition and Subtraction	13
Dinosaur Math Flashcards	12
Elementary Algebra	30
Early Math WIN	30
Geometry Concepts	35
Hard Card Win	30
Learn to Add and Subtract	15
Learn to Multiply and Divide	15
Line & Shape Color CD	27



**SPORTSTER 28.6**




Spentster. The high speed modem that are chosen by millions for small business, home office and personal use. Today's fastest available transmission speeds in the small business and home user. Transmit data at 28,800 bps with V.42 and at 14,400 bps with V.32 bis. Full 14,400 bps for supported with V.17 protocol. Includes hardware based V.42/MNP 2-4 error control and V.42 bis/MNP 5 data compression. The Sportster is upgradeable to true HST V.32 28,800 bps.

J.S. Robotics IBM Enhanced

**\$239**

**CHALLENGER**

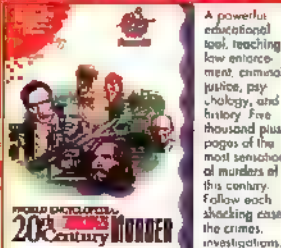


Conquer the VGA output from your PC to a video signal so you can play all your favorite PC games on any TV set. Display on-line services like Prodigy, America Online, and CompuServe. Includes \$150 worth of FREE games. Prince of Persia, Jetfighter II, one Spectre Challenger Supports 640x480 VGA resolution in 256 colors, output NTSC video in RCA composite and S-VHS super video standards. Includes A/C Power Supply, RCA cable, S-VHS cable and a VGA Y-cable.

ADG IBM

**\$79**

**20th CENTURY MURDER**



A powerful educational tool, reaching law enforcement, criminal justice, psychology, and history. Five thousand plus pages of the most sensational murders of this century. Follow each shocking case, the crimes, investigations, trials, and punishments of criminals like Ted Bundy and Jeffrey Dahmer. Dynamic multimedia presentation offers a chilling glimpse into the dangerous world of murders and the twisted motivations behind them. Unprecedented facts.

PowerCD IBM CD, Mac CD

**\$20**

**PERFECT RESUME**

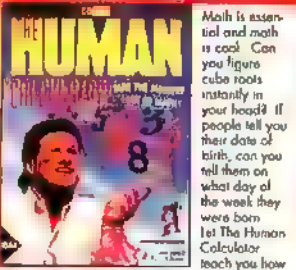


Can not develop expert Tom Jackson presents 3 easy to use modules that help build a job winning resume. While cover letters that get notices follow up on leads letters, and interviews. Perfect Resume interactively creates a targeted resume based on your responses and automatically formats resumes into a variety of professionally designed layout styles. Creates professional looking resumes with any printer. Exports formatted files to most popular word processors.

Davidson WINDOWS

**\$35**

**THE HUMAN CALCULATOR**



Math is essential and math is cool. Can you figure cube roots instantly in your head? If people tell you their date of birth, can you tell them on what day of the week they were born? Let The Human Calculator teach you how.

In a new, fun way. As a result, kids can solve addition, subtraction, multiplication, and division problems in their head, and learn some great math tricks which will impress everyone.

Compton's New Media IBM CD

**\$26**

**ORIGAMO**



Enjoy this amazing visual puzzle game. Explore the graphically rich maze with unique puzzles in every room. Forge through the maze by successfully completing each puzzle. As the conveyor moves along, with a myriad of blocks and shapes, you must place the block on the puzzle or your blocks will stack up and time will run out! Continuing through the maze you will discover beautiful and sensational graphics and animation throughout this exciting multi leveled puzzle.

GGP IBM

**\$30**

**WORLD CUP INTERACTIVE**



World Cup Interactive presents a complete record of the World Cup games from the first game in Uruguay in 1930, to the 1994 US Los Angeles Championship. All the information you could want on your favorite star players, plus photos and action footage lead like a part of the World Cup games, and a sure winner! Includes exciting video clips, team portraits, over 500 action shots, and all the statistics of the world's most popular sport.

Softbit IBM CD-ROM

**\$28**

**PRINT ARTIST**



Print Artist will help you get the message across—easily, beautifully, expensively. It's so simple that beginners can easily make beautiful and useful cards, signs, posters, banners and more. Quickly, easily create your own signs, cards, banners, and more. No drawing skill required. Choose from over 500 professionally designed layouts in both color and black and white to use "as is" or customize to your heart's content. Export graphics and layouts to popular graphic formats.

Macos, DOS, Windows

**\$35**

<b>MATH</b>	Math Blaster Spel WIN	35
	Math Blaster WIN	34
	Math Blaster Enhanced	29
	Mathology	30
	Mega Math	30
	Maths! Math Games 2.0	30
	Milla's Math House	30
	Operation Nephews	35
	Super Solvers: Math Tr	30
	Super Solvers: Midnight Rescue	30
<b>READING</b>	Super Solvers: Out Numbered	30
	Treasure Mountain	34
	Treasure Mountain WIN	34
	Who's My Angie	29
	Young Math	26
	Aesop's Fables CD	21
	Always Arthur CD	30
	Amanda Stories CD	18
	Arthur's Teacher Trouble CD	35
	Boyle's Book House	30
<b>CREATIVITY</b>	Beauty and the Beast CD	27
	Beginning Reading CD	29
	BookMaster for Speed Reading	29
	Cinderella CD	12
	Dinosaur Phonics	21
	Follow the Reader	30
	Goat to Cybertown CD	35
	Honorable Min Homerun CD	21
	Learn to Read in Wonderland	35
	Long Hair Day of the Knoch CD	21
<b>EARLY LEARNING</b>	Mind Castle	21
	Mad Puddle CD	34
	New Kid on the Block CD	34
	Once Upon A Time II	30
	Paper Bag Princess CD	21
	Pat and the Walk CD	21
	Phonics Plus	26
	Reader Rabbit I	35
	Reader Rabbit II WIN	34
	Reader Rabbit III	34
<b>GEOGRAPHY</b>	Reading Adventures in Oz	34
	Reading and Me Talking	26
	Richard Scarry Best Neigh CD	30
	Richard Scarry Busiest Neigh CD	30
	Rusky & Rusky Volume 1 WIN	30
	Rusky & Rusky Volume 2 WIN	30
	Scary Poems for Kids CD	21
	School House 30 Programs	15
	Sleeping Beauty Storybook CD	27
	Speed Reader WIN	30
<b>SPELLING</b>	Shelly Bear Reading Tutor	30
	Tale of Benjamin Bunny CD	21
	Tale of Peter Rabbit CD	21
	Talking Clouse Tales CD	26
	Talking Jungle Safari CD	21
	Talking Phonics Plus	26
	Thomas Snowsuit CD	21
	Treasure Cove	35
	Ugly Duckling CD	24
	Who Wrote Arthur's CD	30
<b>SCIENCE</b>	Zugs Dinosaur World	23
	Across the USA	15
	Discovering America	34
	Export Maps	12
	Lost Tribe	26
	My First World Atlas	30
	Mystery at Museums w/ TSHIRT	23
	PC Globe Maps & Facts CD	41
	PC USA 3.0	29
	Picture Atlas of the World CD	60
<b>TECHNOLOGY</b>	Scavenger Hunt: Africa CD	30
	Spaced CD	26
	Where in USA Carmen	29
	Where in World Doodle CD	35
	Where in the USA Quiz	26
	World Atlas 4.0 WIN	45
	World Atlas 4.0 WIN	45
	World Atlas 4.0 WIN	45
	World Atlas 4.0 WIN	45
	World Atlas 4.0 WIN	45

<b>CREATIVITY</b>	Aladdin Print Kit	6
	Animation Studio WIN	73
	Betty Crocker Boys & Girls	18
	Children's Writing/Pub Center 1.5	39
	Creation Stories CD	32
	Creative Writer WIN	45
	Draw Artist	45
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
<b>EARLY LEARNING</b>	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
<b>TECHNOLOGY</b>	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30
	My Own Stories	30

**800-228-7449 EXT. VOICE: 508-443-6125 334 FAX: 508-443-5645**

**31 Union Ave., Sudbury, MA 01776**

日本の音楽よりのオーディオ大歓迎! 日本語で FAX: 0011-808-443-5845.

又は, CompuServe ID: 70007, 1534 で見取りをお問い合わせ下さい。

迅速に, 如何なる御要望にも誠意をもってお応え致します。

**FREE UPS GROUND SHIPPING**

**10,000 IN STOCK ITEMS**

<b>EARLY LEARNING</b>	AJ World of Discovery	15
	Alphabet Blocks CD	30
	Animal Tales CD	42
	Barney Bear Goes to School	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
<b>TECHNOLOGY</b>	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun LunchPak	26
	Bernstein Beas Fun	



# Know When To Fold 'Em

QQP's ORIGAMO Puzzler  
Will Put Creases In Your Brow

by Paul Hyman

**S**O, LITTLE GRASSHOPPER, YOU ARE ANXIOUS TO LEARN THE MEANING OF LIFE? BETTER YOU SHOULD ASK THE MEANING OF Frustration. It is called ORIGAMO—a puzzle game with allusions to both the ancient Japanese art of paper folding, *origami*, and *tangrams*, the Chinese puzzles made from cutting a piece of paper into five different geometrical shapes and assembling them into different figures.

## origamo

Price: \$49.95  
System: IBM  
Requirements:  
386 or better,  
SVGA graphics,  
6MB hard drive  
space, mouse;  
supports all  
major sound  
cards

Protection: None

Designers: Destiny Software Productions, Inc.

Publisher: Quantum Quality Productions  
Flemington, NJ  
(908) 788-2799



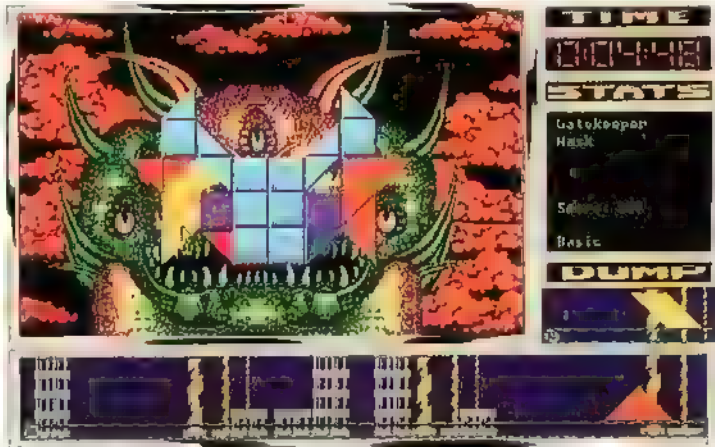
There are enough puzzles here—113 in all—to keep even skilled puzzle fans going for quite some time. For insatiable puzzle-meisters, there are two more skill levels to conquer.

The Master level allows bonuses for completing puzzles in better than average times, while the Adventure level gives only three lives to complete the game (plus a free life for each 500 points earned).

ORIGAMO is at its best when the game's difficulty is based on the puzzles' size and/or intricacy. But all too often, puzzles are tough because the conveyor belt has been sped up, or because there are already several tiles crowding the belt.

such as a pig, a shoe, or a brontosaurus. The trick is to snatch different shaped tiles off a conveyor belt at the bottom of the screen and place them on top of the paper-like object to cover it completely. Unfortunately, once a tile is placed, it can't be removed. If you think you can sit and wait for just the right tile to come along, forget it. It's like waiting for the long, skinny piece to show up in TETRIS. As added pressure, the conveyor belt moves quickly, and once it fills up, the puzzle is over.

There is a tremendous sense of satisfaction that comes with solving each puzzle. Bells ring, points roll up, and you get to decide whether you want to move on or solve the rest of the puzzles in that room. But be warned...there's no practicing in this game. If you fail to solve the puzzle, points are subtracted from your cumulative score. New players will find themselves 1000 points in the hole in no time. Should you abandon a room in disgust, there's no turning back, as the door locks firmly behind you. While it is possible to escape the maze by choosing only the easiest puzzles, the manual correctly advises that cowardice will never earn you a high score.



**GETTING INTO SHAPES** The conveyor belt cranks out shapes, which you can pluck and place on the "mask" design. Unwanted pieces can be tossed in the dump.

As with many Asian pastimes, ORIGAMO appears simple, yet it is deceptively so, and it may eventually tempt you to fall on your sword. The goal is to dash through a maze in which you encounter rooms with three puzzles each. Attempt to solve all three if you wish, but only one solution is required to move on. Some puzzles award 50 points, with the more difficult ones handing out 300 points and more.

And what puzzles! Each resembles an object that has been created by origami,



# HARVESTER<sup>TM</sup>



Open Hours

coming fall '94

for PC CD ROM



Merit Software

DALLAS, TX 1-800-433-4377

**FUTURE  
VISION<sup>TM</sup>**



when the puzzle begins. There's no warning that the tiles will zip right by you, and when you lose—and the points come off your cumulative score—well, it's time to grab that sword....

The journey through the ORIGAMO maze is filled with frustrations. Certain rooms cannot be entered until you gather necessary objects in other rooms. Try to sneak into the "Mound Of Evil" room, for example, and you are warned that "You will be blinded if you enter." I chose not to risk it.

ORIGAMO is not only unusual as puz-

zle games go, but it features some striking SVGA graphics and a very hummable score (particularly one tune that I like to refer to as "The Love Theme From ORIGAMO").

Despite the hectic pace of some levels, there is a tranquility to playing ORIGAMO that makes it enjoyable to sit alone and play for hours, much like Solitaire. One can practically meditate on some

of the backdrops of snow-capped Mt. Fuji, of birds flying, and of trees dropping their leaves. On the other hand, ORIGAMO seems to have been designed to be played by an army—it will keep track of up to 300 different players and 1200 unfinished games; full statistics for each game are saved automatically. So go find 299 of your closest friends and master the ways of ORIGAMO, one piece at a time. ●



**BUDDHA IN THE SKIES** What is the sound of one hand smacking a forehead? The sound of an Origamo player missing one last piece.



**RACK'EM UP** So, you got a few points. But that was an easy one. If you screw up a hard puzzle, those points will vanish in a flash.

## ORIGAMO

**RATING** ★★ ★ 1/2

**PROS** A very original take on the visual-spatial puzzle game. It's addictive, but it's not TETRIS.

**CONS** Some puzzles are ridiculously hard, some easy. The game lacks the slowly graduated difficulty that makes TETRIS so possessing.

**TOP GUN PACKAGE**  
Games Master console & 6 Mats  
Included

1. Falcon 3.0
2. Comanche Maximum Overdri
3. Aces of the Pacific
4. Night Str. 4.0
5. Shrike Commander
6. Keyboard Normal QWERT

**Only \$99.95**

**BASIC PACKAGE**  
Includes Games Master Console & Keyboard Normal QWERT Mat

**Only \$69.95**

**MATS**  
\$14.95 Each

**KATT**

**GAMES MASTER™**

**TOTAL CONTROL SYSTEM!**

**Simplify! The best way to Play**

*The solution to simulation computer games enjoyment!*

**NEW PRODUCT**

Easy Slide in Slide out Mat

**TOP GUN PACKAGE**  
Games Master console & 6 Mats  
Included

1. Falcon 3.0
2. Comanche Maximum Overdri
3. Aces of the Pacific
4. Night Str. 4.0
5. Shrike Commander
6. Keyboard Normal QWERT

**Only \$99.95**

**BASIC PACKAGE**  
Includes Games Master Console & Keyboard Normal QWERT Mat

**Only \$69.95**

**MATS**  
\$14.95 Each

**KATT**

**GAMES MASTER™**

**TOTAL CONTROL SYSTEM!**

**Simplify! The best way to Play**

*The solution to simulation computer games enjoyment!*

**NEW PRODUCT**

Easy Slide in Slide out Mat

Finally a total control system that gives you full command and lets you increase your enjoyment and performance because the Games Master puts all keyboard confusion and frustration once and for all. The exclusive "Slide in Slide out" makes it easy to locate the Hot keys of a game. With exclusive "One touch Feature" (no more Shift + ... Ctrl + ... Alt + ...) and colored icon keys arranged in an intuitive and logical fashion, your enjoyment and performance from game to game will be greatly improved.

Games Master is an intelligent control panel that will change the way people learn and play computer games by adding a new dimension in total control. Because it replaces the standard keyboard, the keyboard becomes obsolete! It is not just a template but a smart control panel consisting of the console and mats.

The exclusive "Slide in Slide out" feature of the Mats makes Games Master easy to use. Simply plug in the Games Master into your PC and press the appropriate number from the game Mat. No more wire connection and configurations. Moreover, our memory feature can be upgraded with expensive ram chips and therefore, your Games Master will be ready when the next exciting game is released. (eg. Hercules, Aces of the Pacific, Night Str. 4.0, Wing Commander, Aces of the Pacific, etc.) We are sure that with the Games Master, you will wonder how you ever got along playing the games without it!

Yes, I want to take control of my games and get Games Master for two weeks. Please send me the Games Master (MSR) for two weeks. I'll return it to you.

17-1 Laramie Place, North Brunswick, N.J. 08902, U.S.A.

Name \_\_\_\_\_ Country \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Method of Payment (Please check one)  
☐ Check ☐ Money Order ☐ COD

Your order will be shipped within 5 days.

Package	Qty	Amount	Price
Basic Package	1		Basic Package: \$69.95
Top Gun Package	1		Top Gun Package: \$99.95
Mats	6		\$14.95 each
Shipping & Handling:			
AS orders: \$4.00			
ODD Add: \$4.00			
2-day service add: \$7.00			
Domestic add: \$4.00			
Int'l add: \$15.00			
Tax (add and select)			
1-800-277-6297			

Two weeks risk free Money back guarantee.

Top Gun Package includes:  
 Games Master Console System  
 Top Gun Mats (6)  
 Falcon 3.0  
 Comanche  
 Aces of the Pacific  
 Night Str. 4.0  
 Keyboard Normal QWERT

Basic Package includes:  
 Games Master Console & Keyboard Normal QWERT Mat

Mats:  
 1. Top Gun Package  
 2. Falcon 3.0  
 3. Comanche  
 4. Aces of the Pacific  
 5. Night Str. 4.0  
 6. Keyboard Normal QWERT

System Requirements:  
 IBM AT, 286, 386, 486, PS/2,  
 100% AT or 100% Compatible

Copyright © 1994 KATT Games Master. All rights reserved. No part of this publication may be reproduced without written permission. All other products are registered trademarks or trademarks of their respective owners.

KATT Games Master (K.G.M.) is a registered trademark of KATT Games Master. All other products are registered trademarks or trademarks of their respective owners.

KATT Games Master (K.G.M.) is a registered trademark of KATT Games Master. All other products are registered trademarks or trademarks of their respective owners.

KATT Games Master (K.G.M.) is a registered trademark of KATT Games Master. All other products are registered trademarks or trademarks of their respective owners.





Think Of It As A 16-Bit PC Sound Adrenaline Rush.

### INTRODUCING THE SOUND GALAXY NOVA 16 EXTRA MULTIMEDIA SOUND BOARD.

We've taken 16-bit sound technology to a higher altitude. With the new Sound Galaxy Nova 16 Extra from Aztech.

The Nova 16 Extra is a technological leap forward in multimedia excitement. CD-ROMs, business presentations, education and games all get true 16-bit, CD-quality sound that makes using your PC a high-flying multimedia experience. And that's just the beginning.

You get compatibility with most CD-ROM drives and all the major sound standards, 48 KHz digital playback, an MPU401 MIDI interface, multiple

source recording, easy installation, free stereo headphones, a microphone, bundled software including *PC Magazine* Editors' Choice Macromedia Action 2.5 and more. It's even upgradeable to Wave Table technology.

So if it's high-performance, 16-bit sound you crave, rush to your retailer and strap on the extreme excitement of the Sound Galaxy Nova 16 Extra. Just remember to wear your parachute. Call now for a free Space Quest IV CD-ROM coupon\* Every 50th caller wins Space Quest IV instantly! **Call 1-800-781-1188 Ex. 11G**



## AZTECH

\*Free CD-ROM title with proof of Sound Galaxy upgrade kit purchase, see coupon for details. One call per person, while supplies last. Aztech, the Aztech logo, and Sound Galaxy are trademarks of Aztech Labs, Inc. (510) 623-8988 ©1994

Circle Reader Service #188



# An Aging Casey At The Bat

*The Revered Strat-O-Matic Baseball Has Thrilled Fans For Years, But It May Be Stepping Out Of Its Prime*

by Jim Gordin

**Q**UITE OFTEN, REVIEWERS CRITICIZE EVEN THE BEST IN THEIR FIELD. I'M SURE BABE RUTH IN HIS HEYDAY HAD HIS critics in the press, and those critics became more vocal as his superhuman powers waned with age.

Finding any fault with STRAT-O-MATIC BASEBALL VERSION 5.0 feels a bit like finding fault with Babe Ruth's batting stance. The release of Strat-O-Matic's latest version of their computer baseball game marks about a quarter-century of continued support of arguably the dominant game engine in the baseball simulation genre. The game system has served its fans well, but improvements in the statistical understanding of baseball and the enhancements allowed by computer technology have opened the door for competing products to produce a better simulation.

The computer version of the STRAT-O-MATIC board game is a text-based baseball simulator. The game can be installed with two interfaces, including a VGA interface with a mouse-driven menu system, unique for a text-based baseball game. Gameplay operates either through icon selection with the mouse or typing the key associated with each icon. Cartoonish renditions of every Major League ballpark are the backdrop for game simulation. Although the effects of individual parks are factored into the game, the ballparks are intended only as a background.

## BOX SET VIEW

With full graphics enabled, an icon representing a pitcher throws the ball toward home plate. A hitter icon appears, swinging his bat. The ball then heads in the general direction of play resolution. But, on occasion, the ball can travel 10-15 rows into the stands and yet the play results in a fly-ball out. There are no iconic representations of the

fielders, base runners, or the ball once its initial flight path is completed.

STRAT-O-MATIC also provides a text window for the outcome of each play, and this does represent game play more accurately than the icon displays. STRAT-

O-MATIC resorts to a few irritating clichés and lacks the rare plays that have endeared fans to some of its competitors' products. Nonetheless, the text interface is simple and sound.

STRAT-O-MATIC has improved its league simulation aspects by adding a computer draft module. Other than a refusal to draft designated hitters until the waning rounds and a tendency to draft bad right-handed starting pitchers in the early rounds, the computer can draft a competitive team. A new module also allows the computer to approve or deny a trade suggested by a human player. This module errs on the side of conservatism, but is very useful when you need to fill a specific need on your team and don't want to affect the balance of your league by robbing a computer opponent.

Perhaps the biggest improvement in



STRAT-O-MATIC is one that won't affect game play. Last year's release suffered from a copy protection system that was undeniably user-hostile. The master disk could only be installed once. For future use, an "uninstall" was required. Worse, if there was a hard disk crash, users had to call the company and request a "remote reset."

News of this system traveled quickly and drove many potential buyers to purchase other products. In an attempt to better please customers while still retaining a degree of protection for their product, STRAT-O-MATIC now uses a key disk. A more convenient alternative allows installation of a key file which bypasses the floppy drive check.

## ROLL THE DICE AND MOVE JIM RICE

Aside from the graphics and league functions, STRAT-O-MATIC is an exact computer replication of its board game. The board game is centered around a set of player cards Strat-O-Matic produces every year. Each major leaguer has an individual card, reflecting his statistical performance for the entire season. Players roll dice to start an at-bat, with half the die rolls resulting in play resolution on the hitter's card and the rest using information from the pitcher's card. One out of every seven outcomes on the pitcher's card leads to an individual's fielding rating, which is how the game incorporates individual defensive abilities.

The computer version rolls its own digital dice internally and follows the same algorithm as the board game. This means 50 percent of all plays are solely determined by the hitter, about 36 percent solely by the pitcher and 14 percent by the

## Strat-O-Matic Baseball 5.0

Price: \$59.95

System: BM

Requirements:

286 or better,

VGA graphics,

3MB hard

drive space

Players: 1 or 2

Protection: Key Disk

Publisher: Strat-O-Matic Game Co., Inc.

Glen Head, NY

(800) 645-3455





# ULTIMATE GAME PERFORMANCE

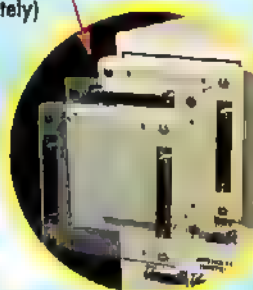
## PC PEDALS™

Patent Pending

### AIRPLANE/CAR PEDALS & REVOLUTIONARY SWITCHING CENTER

Designed with safety  
in mind by eliminating  
all "pinch points"

Expansion port  
for use with 3 modules  
(expansion modules  
sold separately)



Mode select switch

Four game device input ports  
for joystick 1, joystick 2/throttle,  
IDD's PC Stick Shifter™ and  
IDD's PC Steering Wheel™

Coupling/decoupling system  
to mechanically switch between  
car and airplane modes

Stylish, durable  
steel enclosure

Three durable steel pedals with  
individual long life-cycle sensors

Solid State, 8-way switching system  
with LED mode indicators

Press the clutch and shift into first gear. The engine starts to whine as you press the accelerator pedal. The light turns green. Drop the clutch and the tires begin to squeal. You timed it just right as you shift into second gear. Your in first place right off the starting line!

"...Maverick you've got a boggy at 2 o'clock! Quick, you don't have time to maneuver to him, just point your nose and fire!" You push your right pedal hard to slew the business end of your FA/18 at the enemy just in time, "FOX 1 OFF!" The missile was right on target, "Splash 11" These are just a few of the exciting times you can enjoy with the new PC Pedals. Only from InterACTIVE Digital Devices!

PC Pedals™ provides realistic auto clutch/brake/accelerator and aircraft rudder pedal control. PC Pedals can be used with many types of games including flight simulators, car simulators, action/adventure games and many more! No more plugging and unplugging peripheral devices, the PC Pedals' internal, solid state switching center automatically activates the desired devices at the touch of a button.

#### OTHER FEATURES INCLUDE...

- Resume mode remembers mode last used for easy resumption of play
- Full range sensor travel for exceptional electrical resolution
- Enjoy upgrade capability by adding up to three expansion modules

COMING  
SOON!

#### PC STICK SHIFTER™

adds a realistic stick shift for use on automobile computer games and simulators. Works with PC PEDALS™.

#### EXPANSION MODULES

allow connection of new peripheral products through your PC PEDALS™ automatic switching system. (See photo above).



For more information or to order these and other exciting products, contact:  
InterACTIVE Digital Devices, Inc., 6730 West Chicago Street, Suite 5, Chandler, AZ 85226  
Phone: (602) 940-0340 • BBS/FAX: (602) 940-0031

Dealer Inquiries  
Welcome

Foreign Sales  
Welcome



\*InterACTIVE Digital Devices, Inc., is a diversified company developing, manufacturing and distributing computer and consumer products. All trademarks and tradenames herein are the properties of their respective owners.



fielder. It's a mechanism that was state-of-the-art back when Reggie Jackson was facing Mickey Lolich, but it's starting to show its age when compared to the accuracy of the new computer simulations.

For instance, STRAT-O-MATIC has no ability to faithfully recreate players like Ozzie Smith, who rarely strike out. But in order to simulate high-strikeout pitchers like Jose Rijo, several dice rolls on Rijo's card result in a strikeout. Although Ozzie's stats are devoid of the dreaded strikeout, he'll still end up striking out about twice as often as he does in real life because of pitchers like Rijo.

In addition, the cards are separated into left and right-handed results, so that players have two completely independent sets of play results. STRAT-O-MATIC assumes that real-life performances fall in the center of the distribution of what that player is capable of attaining. While acceptable for full-time players, this can lead to abuse of the system when dealing with part-timers. In real life, Dave Gallagher, a right-handed outfielder, hit .310 in 58 at bats against right handers and .259 in 143 at bats against left handers. The computer

ing with any statistics where extremes are frequent. This is because each hitting or pitching card is set up as half of the confrontation between that player and an average hitter or pitcher in the league. So a hitter who blasts a lot of home runs is a powerful hitter against every pitcher in the league.

When home-run champion Barry Bonds faces Rijo in Riverfront Stadium, which is very long-ball friendly, he hits homers in 9.5 percent of his at bats. Against Rijo's teammate Bobby Ayala, who is much more homer-prone than the stingy Rijo, that number is 10.9 percent. These numbers represent a very tiny difference, despite the fact that the two pitchers are vastly different in their real-life abilities to keep opponents from hitting home runs.

As a result, Bonds' home run production is higher than it should be because the best pitchers are lowered to a common denominator. In one of five test league simulations, Bonds nailed 67 home runs, six higher than the Major League record. Bonds had 46 homers in 1993.

Two more simulation problems leave the competition opportunity to surpass STRAT-O-MATIC. Pitchers who both start and relieve games perform equally well in both tasks. So a very good reliever who did not perform well in a couple of spot starts can be an excellent starting pitcher.

The fielding system is intricate to the point that Greg Maddux is more of a ground-ball pitcher against left-handed batters than right-handed batters. Still, the system is fatally flawed, since fielder ratings only apply during the specific 14 percent of play resolutions that occur on every single pitching card. Therefore, a lousy shortstop is just as valuable to Maddux as a top-notch shortstop. Ball-park effects, too, are independent of a fielder's ratings. Even Dave Kingman would look like a gold-glover in the spacious Astrodome. In an unusual, yet conscious omission, STRAT-O-MATIC does not provide conventional fielding statistics.

STRAT-O-MATIC provides a flexible league interface, allowing up to 75 transactions per team during the season. You can also create new players using the

WILKIE STARGELL									
Pitching					Hitting				
1	2	3	4	5	6	7	8	9	10
2. qb (1b) A	2. strikeout	2. fly (1) A	2. strikeout	2. strikeout	2. qb (1b) A	2. strikeout	2. strikeout	2. strikeout	2. fly (1) A
3. qb (1b) A	3. fly (1) B	3. qb (1b) A	3. qb (1b) A	3. qb (1b) A	3. qb (1b) A	3. qb (1b) A	3. qb (1b) A	3. qb (1b) A	3. qb (1b) A
4. qb (1b) A	4. fly (1) B	4. qb (1b) A	4. qb (1b) A	4. qb (1b) A	4. qb (1b) A	4. qb (1b) A	4. qb (1b) A	4. qb (1b) A	4. qb (1b) A
5. strikeout	5. strikeout	5. strikeout	5. strikeout	5. strikeout	5. strikeout	5. strikeout	5. strikeout	5. strikeout	5. strikeout
6. strikeout	6. strikeout	6. strikeout	6. strikeout	6. strikeout	6. strikeout	6. strikeout	6. strikeout	6. strikeout	6. strikeout
7. strikeout	7. strikeout	7. strikeout	7. strikeout	7. strikeout	7. strikeout	7. strikeout	7. strikeout	7. strikeout	7. strikeout
8. strikeout	8. strikeout	8. strikeout	8. strikeout	8. strikeout	8. strikeout	8. strikeout	8. strikeout	8. strikeout	8. strikeout
9. strikeout	9. strikeout	9. strikeout	9. strikeout	9. strikeout	9. strikeout	9. strikeout	9. strikeout	9. strikeout	9. strikeout
10. fly (1) B	10. fly (1) B	10. fly (1) B	10. fly (1) B	10. fly (1) B	10. fly (1) B	10. fly (1) B	10. fly (1) B	10. fly (1) B	10. fly (1) B
11. strikeout	11. strikeout	11. strikeout	11. strikeout	11. strikeout	11. strikeout	11. strikeout	11. strikeout	11. strikeout	11. strikeout
12. strikeout	12. strikeout	12. strikeout	12. strikeout	12. strikeout	12. strikeout	12. strikeout	12. strikeout	12. strikeout	12. strikeout

**HITS IN THE CARDS** The cards from the Strat-O-Matic board game lie at the heart of the computer game's design.

Fringe Creation module. These players produce realistic statistics, but do not have a player card. STRAT-O-MATIC allows up to 40 players on a roster, and, if enabled, will automatically decide which 25 should be active for each game. Injuries are part of league play as well, but do not accurately simulate real-life injuries. Pitchers rarely miss a start and only once or twice a season is someone injured long enough to require a trip to the disabled list.

#### ONE LAST GREAT SEASON

Despite the above, STRAT-O-MATIC still provides one of the most complete baseball simulations available. It has fallen a little behind its top competitors in providing accuracy in replay, though it does provide realistic results overall. This is a category where excellence is the norm in the genre. The improved user interface is a plus, and league play is easy to learn and maintain. The computer manager makes good decisions most of the time and provides an AI on a par with the best games in the market.

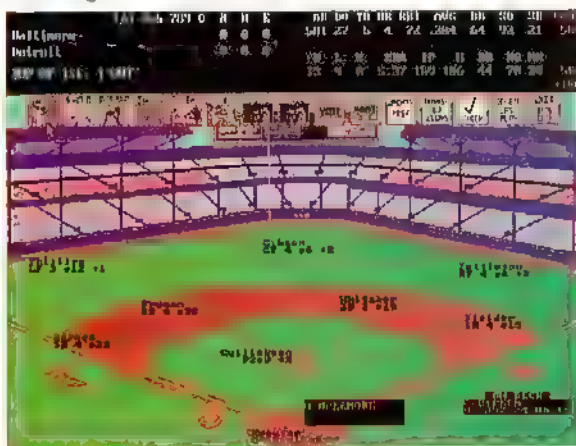
Nonetheless, STRAT-O-MATIC has neared the limit of what a boardgame design can accomplish. If the game engine is to grow, like its competitors do every year, it needs to separate the computer game from the board game and provide the tiny adjustments that are only possible with computer-moderated play. These are small criticisms when you're looking at a game that provides as much as STRAT-O-MATIC does. They may well grow more significant in the near future.

#### STRAT-O-MATIC BASEBALL 5.0

**RATING** ★★★★★

**PROS** The great-granddaddy of baseball simulations is still great. Terrific league play options and competent manager AI will keep die-hard diamond nuts busy this fall.

**CONS** Some statistical oddities and limitations suggest that the systems needs some revamping.



**SWITCH ON AN AMERICAN ICON** With STRAT-O-MATIC you can run even old Hammerin' Hank through a season's paces.

manager, knowing this, used Gallagher 233 times against right handers and only 48 against left handers in a season simulation. This made Gallagher much more productive than in real life.

In all fairness, veteran human players are just as aware of how to manipulate the player stats to their advantage. In many STRAT-O-MATIC leagues, you'll see rosters of teams that include a number of right-handed hitters who had very small numbers of at bats. These hitters start exclusively against left-handed pitching and render top-notch left-handers average in league play.

STRAT-O-MATIC also falters when deal-



More Players. More Levels. More Weapons. More Enemies.  
**The Invasion Begins On CD-ROM.**

Technology licensed from  
ID SOFTWARE, creators of  
**WOLFENSTEIN™ 3D**



# CORRIDOR

## *Alien Invasion*

For IPX Networks: Up To 12+ Players



Now available on disk and August 7 on IBM CD-ROM. To order call: (305) 591-5900 • (800) 468-7226 • BBS (305) 471-8962  
Software Creations BBS (508) 365-2359, 2400 Baud • (508) 368-7139; U.S. Robotics • (508) 365-9352, 14.4-28.8K  
Wolfenstein is a trademark of ID Software. All Rights Reserved. Corridor 7: Alien Invasion and Capitane are trademarks of IntraCorp, Inc. All other trademarks acknowledged.

Circle Reader Service #51



EXPLODE THE MYTH.

The logo for Star Wars Tie Fighter, featuring the words "STAR WARS" at the top, "TIE" in the middle, and "FIGHTER" at the bottom, all in a stylized, blocky font. The logo is set against a dark background with a subtle pattern of stars and planets.



## SIMULATION

## What's In A Sim?



WHAT EXACTLY IS A SIMULATION? WHY IS one product raised to the illustrious status of simulation while a similar product gets blasted for being

very near to entering service, or hard scientific facts. PAC MAN is not a simulation of a dot-eating semi-circle being chased through a two-dimensional universe by colored ghosts. To the best of our knowledge, there are no dot-eating semi-circles living in a two-dimensional universe. PAC MAN is clearly a game. The premise, eat dots and don't get eaten, does not disqualify PAC MAN, the definition of a two-dimensional, dot-eating semi-circle does.

This is an extreme example, but serves to illustrate the first point: there has to be clear cut definition between "game" and "simulation." You don't just create a fictional world and then "simulate" it. You either create a fictional world, or you simulate the real world.

Don't confuse that with the storyline, though. The storyline may be completely fictional (i.e., mercenary F-16 pilots fighting for world peace in the next century) but the world can still be reality-based.

STRIKE COMMANDER clearly has a fictional story with fictional characters and fictional circumstances. But, that fictional world still abides by the same laws of physics as our own world. The world of STRIKE COMMANDER works basically the same as ours, but it's environment, the political and economic structure, and the attitudes of the inhabitants differ greatly from reality. You can't simulate a fictional world, but you can simulate a real object in a fictional environment.

Of course, there is a lot of gray between the two realms of simulation and game. Is SUBWAR 2050 a simulation or

THE TAVERN TALK  
TURNS PHILOSOPHICAL  
AS TOM BASHAM  
RAISES THE AGE OLD  
QUESTION: WHEN IS A  
SIMULATION TRULY A  
SIMULATION?

just an arcade game?" How much reality can a simulation concede before it loses its status? I've devised four "checks" that I apply to simulations to answer popular questions about "realism."

#### CHECK 1: IS THE WORLD ROOTED IN FANTASY OR REALITY?

To begin with, to be qualified as a simulation a product needs to have a basis in the real world; either it uses technology that exists, technology

## ON THE RADAR

A large object on the radar has been identified as Domark's next big flight sim project, FLIGHT SIM TOOLKIT: DOGFIGHT! THE GREAT ACES OF AIR COMBAT. A very strong source (namely, Bryan Walker, former Apache pilot, former CGW reviewer, and now designer for Domark) says that the product will be a stand-alone program, but that FST users will be able to edit it much like any other FST file. The program will model a dozen of the best aircraft from WWI, WWII, and Korea, and will incorporate head-to-head play via serial and modem connections. Domark is experimenting with a V.FAST driver that can run at 28.8 baud, but even if this does not work out, they guarantee at least 14.4. For multi-pilot games, the program will include a variety of fun scenarios (like Capture the Flag) in addition to the classic dogfight match-ups. For solo flights, Domark is also hoping to incorporate potentially revolutionary artificial intelligence code that uses expert system and neural-net techniques. The AI may not only be smart, but it could learn from your tendencies. From all of us who've downed too many predictable AI pilots, we say "Good luck and good coding."

by Tom "KC" Basham



an action game? **MicroProse** advertises it as a simulation of submarine warfare in (another) mercenary-filled world. However, the submarine fighters and carriers featured in **SW2050** do not exist in the real world, nor are they likely to exist by 2050 AD. The world of **SW2050** operates with the same basic rules as our own (at least pertaining to an underwater environment), the story is purely fictional, and the "simulated" devices are purely fictional.

Simply recreating a few laws of physics does not earn a product the title "simulation." Suppose, for example, I write a program that models every aspect of the Earth's atmosphere and aerodynamics known to man. Then I program a mass-less, inertia-less, friction-less object that I can move through my complex world. I wouldn't consider that a simulation of a mass-less, inertia-less, friction-less object operating in the real world. Further, I wouldn't consider this product even an Earth simulation since there is no way for me to experience or interact with atmospheric and aerodynamic elements programmed therein. In like vein, I do not consider **SW2050** a simulation. It does not either a) simulate a real world technology, nor b) allow you to interact with a realistic underwater environment. That doesn't mean **SW2050** isn't fun, it simply means I consider it purely fictional and not a simulation.

#### **CHECK #2: DOES IT FOLLOW THROUGH WITH REALITY?**

Second, a simulation must approximate the functions of the simulated item by accepting the appropriate inputs and providing a reasonable facsimile of a response. This is a harder issue to deal with. **STRIKE COMMANDER**, for instance, made it through the first check as a simulation of an F-16 set in the future. Now, the second check gets down to the nuts and bolts: is it really a simulation of an F-16? The game takes many liberties with the flight and weapons models for the sake of game play. The on-screen aircraft does follow the joystick inputs, but doesn't follow them the way a real aircraft would. **FALCON 3.0** may not conform to every detail of aerodynamics, but it does conform to more "real world" rules than **STRIKE**

**COMMANDER**. I therefore contend that **STRIKE COMMANDER** is not a simulation.

When discussing a simulation, the question invariably arises: how realistic is it? How well does it approximate the responses of a real-world item? I believe that before questions like that can be answered, we have to examine the *intent* of the product, and the two "checks" I've described above do exactly that. **DOOM**, for

*Illustration by John Ball courtesy of Electronic Arts*



example, fails these checks. Although you could argue that **DOOM** is a simulation of a Marine in a fictional environment, **DOOM** does not try to model a "real" human, primarily evidenced by the "health meter" and picking up "health packs." No human could take the abuse the **DOOM** hero takes, and there aren't any Stim-paks lying around on the sidewalks of the real world.

What about contested products such as **GUNSHIP 2000** and **F-15 STRIKE EAGLE III**? Many debates have raged over whether these are games or simulations. I've been a fairly vocal critic of certain aspects of both **GS2000** and **F-15SEIII**. But, before we dismiss them as "non-simulations" we have to apply the above two checks. Both **GS2000** and **F-15SEIII** attempt to model a real-world object, and both do try to provide approximations of how the craft work in the real world. While I don't particularly like some of the "approximations" these products make, I accept that both of these products *try* to be a simulation.

#### **CHECK #3: COMPARE THE NUTS AND BOLTS**

That brings us to the third point. Once we've determined that the product does

try to be a simulation then the question of "realism" comes in. Realism is invariably an emotion-filled, subjective debate. Why? Because this third check, "how realistic is it," has many subordinate questions to be answered. Checks #1 and #2 were each singular in nature; they looked at a single aspect of the product and compared it against my personal definitions. Classifying "realism" isn't nearly so neat.

For example, compare **INDYCAR RACING** from **Parity** with **WORLD CIRCUIT** from **MicroProse**. Both model a real world vehicle. Both provide reasonable approximations of car handling. The key words, though, are *reasonable approximations*. Everything does not conform to real-world specifications; corners were cut somewhere. For example, ever try driving backwards down the track? "Death Indy," or racing the wrong way around the track trying to cause wrecks, was a favorite among the original players of **INDY 500**. You can still do this in the new **INDYCAR RACING**, but not in **WORLD CIRCUIT**.

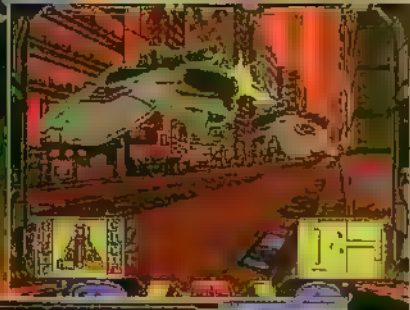
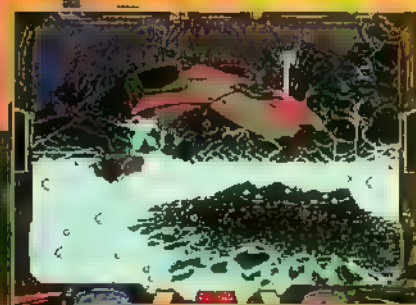
OK, so what's that got to do with realism? You'd never go zooming around the track in the wrong direction in a real-world race. But think about the ramifications of not being able to go backwards. Ever lose control of your car and go spinning down the track? I have. When you stop yourself in **INDYCAR RACING**, which direction are you pointed in? Who knows? The numbers are crunched, the bits are set, and there you wind up. Try the same thing in **WORLD CIRCUIT**. Where do you wind up? *Always* pointed the correct direction down the track. A spin in **WORLD CIRCUIT** cannot stop in any other direction because you would have to travel in a disallowed direction to return to the track. So, is that a nit-pick? Maybe. Nonetheless, it indicates that spins in **INDYCAR** at least give the appearance of being based upon speed, friction, force vectors, etc, while spins in **WORLD CIRCUIT** are "hard-coded." Every spin in **INDYCAR** can be different; every spin in **WORLD CIRCUIT** feels and looks the same. Nit-pick or not, **INDYCAR** is more realistic than **WORLD CIRCUIT** in this respect.

In this respect? That's right, in this one, particular, nit picky aspect. We can't dis-



# ZEPHYR

## JOIN THE BATTLE!



- 3-D rendered tanks and obstacles
- Intense combat action
- Easy to use keyboard, mouse, or joystick interface
- Complete network and modem support allow up to six human and/or computer players

ZEPHYR is the ultimate 3-D, futuristic tank simulator from New World Computing. Strap yourself behind the control panel of a state-of-the-art Zephyr battle craft and blast the competition to atoms. Pilot your Zephyr through subway systems, under water, and over alien landscapes as you vie for fame, glory, and corporate sponsorship.

**NEW WORLD COMPUTING, INC.**

P.O. Box 4302, Hollywood, CA 90078

Available at your local software retailer or order direct from New World Computing at 1-800-325-2898 (818-889-5650 outside the U.S.), or by mail: P.O. Box 4302, Hollywood, CA 90078-4302.

©1994 New World Computing, Inc. Zephyr is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc. All rights reserved. 1004 screens shown. Actual screens may vary.

Circle Reader Service #151



miss WORLD CIRCUIT simply over the spin process. Maybe WORLD CIRCUIT models fuel consumption better than INDYCAR. Now what? Which one is "more realistic" overall? Once we get into the third check we have many individual aspects to evaluate. So let's revisit F-15 STRIKE EAGLE III. Avionics-wise, it's one of the most complex flight simulators ever. The flight model is a mixed bag. Some aspects of flight performance, such as weight and altitude effects, broke new ground. Other aspects, such as aircraft response to flight inputs, were somewhat dismal. The aircraft wonderfully performed differently at 40,000 feet than it did at 10,000 feet. However, the aircraft responded to joystick movements as if it was mounted on rails in the sky. Changes were instantaneous. Every pilot, from novice to triple-ace, got maximum-performance handling response. This doesn't disqualify F-15 SEIII as a simulation, especially since it excels in other areas, but it does reflect poorly on its overall "feel."

#### CHECK 4: ARE YOU THERE?

The "feel" of a product is the fourth and final check of a simulation: given that the PC cannot recreate a world full of physical and sensory indicators, does the simulation make you *feel* as if you're really there. You could program a blank screen with blocks of numbers indicating airspeed, altitude, heading, throttle setting, etc, that conform to every known aerodynamic aspect of a given plane, but gives absolutely *no* feel to it. In my opinion, feeling that "you're there" is of extreme importance. I want every aspect of my flight/racing/submarine simulator to conform religiously to real-world specifications, but equally, I want to be convinced that I'm really in a virtual world. F-15SEIII meets checks #1 and #2, excels partially against check #3, and fails a single aspect of check #3 that really disrupts check #4. Further, F-15SEIII featured the you-versus-the-world, take-a-dozen-hits-and-keep-going world interaction. Although F-15SEIII conformed to many real world specs and exceeded FALCON 3.0 in many flight modeling areas, in the end there were many things in F-15SEIII that "burst the bubble," that constantly reminded me *this isn't for real*. In summary, something can be an excellent simulation yet provide little or no feeling of being there, which is what we all come to this hobby for. ☹

Tom Basham's mailbox is open to comments, questions, or complaints. You can reach him on CompuServe at 73760,1251.

# Top Or Flop Gun?

## THE ACE MAKER Air Combat Training Video

by Tom "KC" Basham

Check six, Pete Bonanni, there's a new air combat video in town, Eric Bishop's, THE ACE MAKER. Directly competing with Bonanni's and Spectrum HoloByte's ART OF THE KILL (AOTK), THE ACE MAKER videotape illustrates various air combat maneuvers using footage from both real SNJ "Texan" trainers at North American Top Gun and from MicroProse's new 1942: PACIFIC AIR WAR. The video tape is unique in that it illustrates combat maneuvers from the pilot's perspective, rather than with the traditional three-dimensional diagrams used in most ACM schools, but in the end this approach is reminiscent of Amelia Earhart's legendary last flight: It seemed like a good idea at the time but never makes it to the destination.

The ACE MAKER video is roughly 37 minutes long, with slightly less than 26 minutes devoted to air combat tactics, and over 11 minutes used for advertising various products. Interlaced with interesting WWII combat footage, the 26 minutes of training, unfortunately, provide little or no air combat maneuvering (ACM) background. To understand the maneuvers illustrated, the viewer must already be familiar with most ACM jargon and the basics of energy management. The video spends ten minutes with a short discussion on situational awareness and the three phases of air combat (detection, closure, and attack), then moves into air combat maneuvers.

Unfortunately, the remaining 16 minutes are not sufficient to provide any significant discussion of the 14 different ACM topics covered. Maneuvers are discussed rapidly with little more than a cursory examination of their air combat use. Novices unfamiliar with the jargon will find this brief discussion confusing and difficult to

follow. Veterans well versed in ACM-speak will undoubtedly find themselves advanced well beyond ACE MAKER. The information provided in ACE MAKER is accurate, but many details and qualifiers surrounding each maneuver are not discussed.

For example, take the brief discussion on lead pursuit, or pointing your aircraft's nose ahead of the target. It is accurately defined as a method for increasing closure on a target and providing lead for gun shots. The narrator accurately states that pulling lead requires an increase in turn rate, which results in a loss of speed. The video fails to mention the ramifications of speed loss. The entire topic of instantaneous and sustained turn rates is totally ignored.

Significant details of other maneuvers are also omitted. The high yo-yo, primarily used to reduce angle-off-tail (AOT) by using the vertical, and secondarily used to slow closure rate, is accurately described. However, no indication of "angle off tail" is given, or the ramifications of a high or low AOT. The video states that the high yo-yo converts speed into a good firing position. This is technically true, but requires careful implementation for success. A single, large yo-yo is rarely as effective as numerous, sequential, small yo-yos, a fact not mentioned in ACE MAKER.

In summary, ACE MAKER covers ACM topics too briefly to benefit inexperienced flight simulation pilots and provides too little information to attract veterans. ACE MAKER would be better served by dumping the advertising and lengthening the tactical discussions. Perhaps it will do so in the forthcoming THE ACE MAKER II: WINGMAN.

THE ACE MAKER, \$19.95, VHS. For more information, contact Keyboard Commander Corps (800) 262-6066. ☹





# FLY THE BEST!

## THE BEST GAME CONTROLLERS FOR YOUR SYSTEM

CH Products offers gamers quality joysticks, flight yokes, gamecards, and trackballs for all games and simulations. We've taken our line of IBM peripherals and expanded into Macintosh and 3DO.<sup>™</sup> From advanced computer pilots and auto racers to those just taking off, CH Products has the right controller for you, all Made-in-the U.S.A.



CH Products lets you fly higher, move faster, reach farther!



CH Products / 970 Park Center Drive / Vista, CA 92083  
Phone 619.598.2518 Fax 619.598.2524

Circle Reader Service #190



# Zeroed In On The Pacific

*MicroProse's 1942: THE PACIFIC AIR WAR Has A New Standard In Its Crosshairs*

by Doug Fick

**W**ITH THE RELEASE OF MICROPROSE'S 1942: THE PACIFIC AIR WAR, THE AIR WAR OVER THE seas and islands of the Southwest Pacific easily become the most heavily portrayed theater of operations in flight sims. This title represents at least the fourth simulation dealing with the conflict between the Americans and Japanese. With such a fierce host of opponents, MicroProse was forced to pull out all the stops in order to maintain their reputation as a sim builder of the first order.

1942 covers the most intense period of aerial fighting during the war, starting in May of 1942 at the Battle of the Coral Sea and running until June 1944 at the Battle of the Philippine Sea. In the Japanese corner, wearing the distinctive Rising Sun, are the A6M2 Zero, B5N Kate and D3A Val. Flying for the Red, White and Blue team are the F4F Wildcat, F6F Hellcat, F4U Corsair, SB2 Helldiver, SBD3 Dauntless, TBD1 Devastator and TBF Avenger. 1942 is strictly a naval simulation, and while such fighters as the P-40, P-39 and P-38 play a role in its world, they can't be flown by the player.

## NEW TWISTS AND TURNS

Along with the standard features present in most flight sims, MicroProse has

thrown in a few twists to keep the gamers on their toes. For one, you can run a carrier battle from an admiral's point of view, controlling ship movements, setting carrier and land based combat air patrols, and sending out search planes. Once the enemy is located, you can form and launch strikes from both carriers

and island airfields. As the battle is joined, you can then jump into the middle of the action as one of the pilots involved.

What's more, if luck or skill deserts you and that once vivid blue Corsair is nothing but charred rubble heading for a quick swim, you can jump into any of the other aircraft involved in the battle and seek instant revenge. Both features add a lot to the overall appeal of the

game, lending it both strategic and tactical depth of play unmatched by any other simulation.

At the highest level of detail, 1942 presents a visual image that surpasses any simulation I've seen. The detailing and Gouraud shading blend to create aircraft that could only have been displayed as static art two years ago. It's a testament to how far and fast both computers and programming have come to allow such complex shapes to be redrawn at 20+ frames per second.

All of this detail doesn't come at too

great a cost, at least on a 486-66MHz system. Even with 16 aircraft in the same piece of sky, the frame rate is usable with only a slight bit of frame chop. After turning down the graphic detail, the frame rate increases to a very smooth level, and makes flight control much better. Even at the lower detail levels, the graphics are still equal to or better than most other simulations, so the trade off of detail for frame rate is hardly a bum deal.

As for the audio performance, it is terrific with a Roland or other MIDI processor. With a Sound Blaster, it's awful! I find it surprising that so much attention was given to the Roland, which has such a small market share, while the multitude of Sound Blaster owners in the gaming community were ignored. MicroProse must fix this with one of their add-on disks, and soon. Digital sound is planned as a free upgrade, so let's hope this is an empty complaint by the time this article hits the street.

## A MODEL MODEL

1942 pushes hard to deliver some of the most realistic flight modeling yet seen in a World War II simulation. Having never flown a Corsair or Zero, this comment does not come out of personal experience, but out of a simple test I apply to all sims: If a flight simulation forces you to fly an aircraft in the same manner that it was flown historically, then the designers did their job.

## 1942: The Pacific Air War

Price: \$59.95

System: IBM

Requirements:

386-33 or better (486-33+ recommended),

4MB RAM, VGA

graphics, 14MB

hard drive

space, joystick,

mouse, supports AdLib, PAS, Roland and

Sound Blaster sound cards.

# of Players: 1-2 (with promised modem-to-modem upgrade)

Protection: None

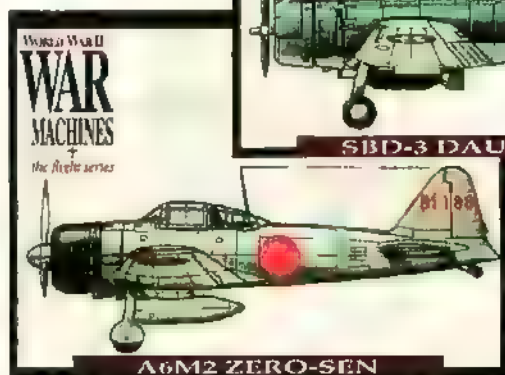
Designers: Ed Fletcher, John Paquin, Mike

Rea

Publisher: MicroProse

Hunt Valley, MD

(800) 879-PLAY





# NO MORE GAMES



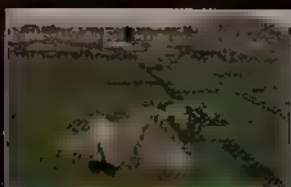
the most sophisticated aerial combat simulation ever created for your PC—TFX: Tactical Fighter Experiment.

Grab the controls of any of three USAF-spec flight models and spread democracy over five million square miles of topographically accurate landscape.

You're finished with training. Had you with an arcade game. Now it's time to face reality.

Equipped with ASRAAMs, Mavericks, M61s, laser-guided bombs, you're fully loaded to tackle more than 200 "real-world" campaigns, based on today's geopolitical realities. And to keep you sweating bullets, from Somalia to Sarajevo, the skies are swarming with AI-programmed bogeys that'll make you pay for your mistakes...with your life.

Log on and engage in TFX. This time, you're not just playing games.



Ocean of America  
1855 O'Toole Avenue, Suite D-182  
San Jose, CA 95131  
(408) 954-0201

TFX © 1993 Ocean of America. All rights reserved.  
Ocean is a registered trademark of Ocean Software Ltd.

**WIN the TFX  
"Be A Real Fighter Pilot"  
Contest.  
See Package  
for Details.**





**SAYONARA!** A Douglas SBD-3 Dauntless dive bomber has got a destroyer dead to rights.

Sure enough, I found myself flying the same tactics that proved themselves time and again over the Pacific. At the same time, the game seems to have a much better balance than the Other Pacific War simulation, *ACES OF THE PACIFIC*. In *ACES* the Japanese Zero was outgunned and underpowered. To have scored many kills in one would seem a miracle, yet the great Japanese aces all got the majority of their kills while flying the venerable A6M. In 1942, I discovered that getting into a large furball with my nimble Zero would

clear, turning around for more. If the Japanese plane saw me coming, at best I'd get a quick high aspect shot on each pass, so once again, scoring kills is no easy task.

All in all, I was very impressed with the flight model feel, and, more importantly, the overall balance that came with it. Of the games that I've spent time with, only on-line *AIR WARRIOR* has a more real-

istic flavor, and that due mostly to the human adversaries.

let me take lots of quick shots at targets of opportunity. Because of the Americans' speed advantage (except with the Wildcat), shots tended to be fleeting and dynamic, requiring a lot of practice to gain any level of proficiency.

At the same time, flying one of the two American juggernauts, the Hellcat or Corsair, I was comfortable with blasting through the light at high speed, then once well

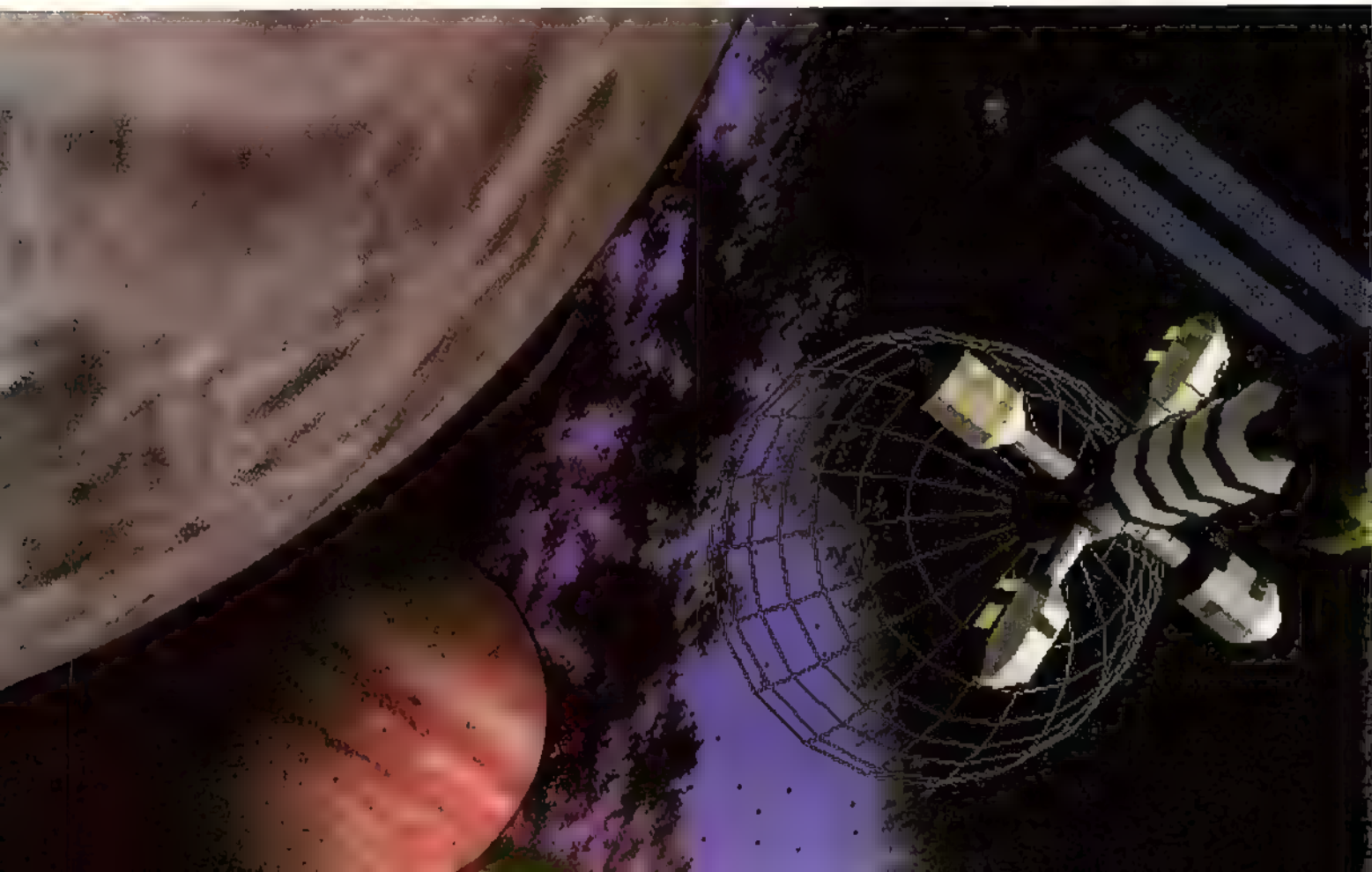
istic flavor, and that due mostly to the human adversaries.

Next to the flight model, perhaps the most important aspect of a flight simulation is adversary artificial intelligence. Blasting legions of bad guys out of the sky can be fun, but that isn't what a simulation is all about.

In 1942, the adversaries fly a solid plane, but nothing to challenge David McCampbell (34 kills) or Tetsuzo Iwamoto (100 kills). In large furballs, this deficiency isn't too noticeable, as the adversaries seem to take advantage of mistakes, but



**DETAILS, DETAILS** A flight of F4F Wildcats show their texture-mapped stuff in a left echelon while flying CAP over the Coral Sea.





don't fly with a lot of imagination. It's in a one-on-one fight that it becomes obvious there's a little confusion within the computer. I've deliberately entered a big bogey-gathering turn to see what would happen and have been surprised at how long it takes for the computer to decide that enough is enough. At best it can be described as hesitant behavior. I don't want to mislead; my quibbles aren't huge, and I find the bigger fights very challenging and fun, but I hope MicroProse will continue to refine the AI code as the series progresses. [MicroProse has an *Army Air Force* and a *European theatre game* on their drawingboard. —Ed.]

#### THE VIRTUAL VIEW

There is only one thing to say about a feature MicroProse calls "the virtual cockpit": it's The New Standard. Every simulation from now until virtual reality will be compared to 1942 in this area. The virtual cockpit allows you to "slew" their eyes around within the cockpit and, once an adversary is spotted, lock onto it for continuous tracking. FALCON 3.0 had something "virtually" identical, but the improved graphics and close-in nature of World War II simulations make 1942's

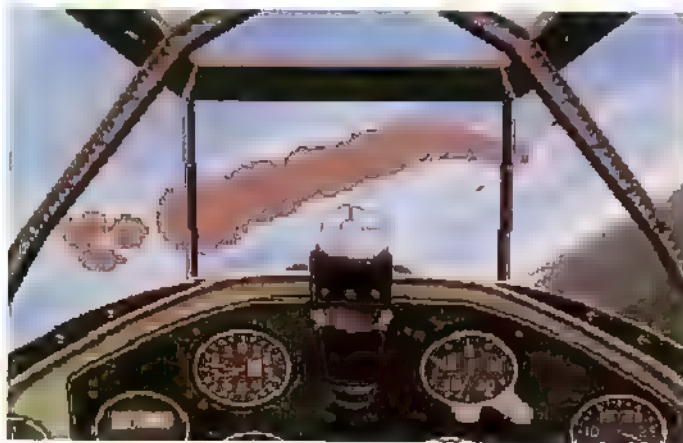
version seem far superior.

My only real gripe with the view is that it's hard to keep track of pitch and roll attitude in a dynamic fight. I wouldn't mind seeing a small indicator in the corner of the display that represents the airplane's attitude. Some might consider it a cheat, but remember, a flat screen monitor can't portray what is intuitively obvious through body awareness in an aircraft. When I fly an F-16, if I know that I'll be performing a very high-G maneuver I'll lock my head into place. This allows me to track a bandit all the way through the initial 9G part of the turn by merely moving my eyes. It also helps prevent neck injuries or even getting my head stuck backward against the headrest or forward against my chest (most unpleasant).

Even though I can't move my head around for seconds at a time, I'm still acute-

ly aware of what my plane is doing and can make fine adjustments accordingly because of body awareness. This is why I've always been a big fan of the external track mode. It most closely represents the feedback that comes natural in an aircraft. I'd love to see 1942 add an external track, but the virtual cockpit is so good that if I had some indication of attitude, I'd be happy.

I wasn't so impressed with the other view modes provided. The external view options are fine and very similar to any of



**SWISS CHEESE** The AGM Zero's maneuverability fails to save it from the cannons of a seasoned Helcat pilot.

**If it were any  
more real, you'd be  
drinking Tang.**

New Microsoft® Space Simulator is so authentic, the Johnson Space Center at NASA has asked for it. Select your spacecraft from our fleet and blast off. Once in space, command your ship in our free-flight mode. Explore the fiery red canyons of Mars, or the explosion of a supernova, all based on actual satellite data. It's just one of the realistic simulations we have waiting for you to take control. To get off the ground, shuttle over to your reseller and pick it up.







**DROPPING ITS LOAD** A TBF Avenger Torpedo Bomber lines up some Japanese tonnage and releases its deadly cargo.

the Dynamix' games (RED BARON or either of the ACES games). The view modes within the aircraft are of limited value, so you'd better get good at the virtual cockpit or suffer.

With a set of rudder pedals and a THRUSTMASTER MARK II WCS, I was set to fly with style. Once I disabled these great add-ons, the game became much more demanding. Keystrokes and control layout didn't receive the attention they deserve, and play suffers for it. The best example is

in the virtual cockpit. Locking the view to the adversary requires hitting the 'J' key. If you want to re-center the view you must hit 'J' again to unlock the bandit and then hit the 'C' key. Ever try finding 'J' and 'C' quickly? This is one area that needs to be rethought and reworked. It's cumbersome enough to turn off some potential fans of the game.

#### FINAL INSPECTION

When seen from the larger perspective, it is apparent that MicroProse was aiming at the serious flight sim fan with 1942. While it might be fun for the more casual pilots, there is a good chance that the difficulty level might turn off some. Those willing to work through some of the small annoyances will be rewarded by the game. With most sims, my interest wanes fairly quickly, but 1942 has staying power to spare.

With its great graphics, frame rate, virtual cockpit, and overall feel, 1942: THE

PACIFIC AIR WAR is a winner, especially when played with the right support equipment. There are a few weak spots, most notably the poor control layout, but if the READ.ME file is any indication, MicroProse wants to go all out to support this series of programs, and may yet address most complaints. (To start, MicroProse has promised a free modem-play upgrade). With these minor refinements, 1942 may well become the date on every simulation fan's lips. ●

*Doug Fick's other car is an F-16. He has logged over 1500 hours in the craft as an instructor pilot in the National Guard.*

#### 1942: THE PACIFIC AIR WAR

**Rating:** ★★☆☆

**PROS** Great graphics, frame rate, the virtual cockpit, and the admiral's-eye strategic game make this one a contender for flight leader in the WWII sim squadron.

**CONS** Sound Blaster support is terrible. Enemy AI certainly isn't Einstein on wings. Beyond that, there are small flaws that may be corrected in updates.

## Cool, new 'Sim products from Keyboard Commander Corps...

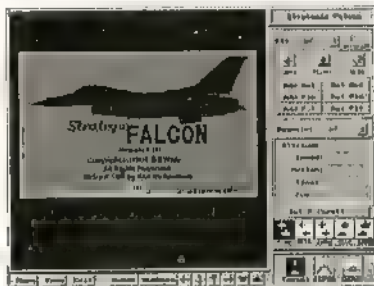
Congratulations, your orders came in! The Joint Chiefs have finally come to their senses and promoted you to theater commander. You now have control over ALL aspects of Falcon® 3.0's campaign theaters. Introducing a new wargaming experience...

*Strategic*

**FALCON™**

Campaign Enhancement for Spectrum HoloByte's Falcon® 3.0

- ✦ **TACTICAL FEATURES:** Add, remove or alter any F-16, Allied or Enemy flight, including aircraft type, weapons, waypoints and actions. Add remove or alter ALL ground forces including types, strength, and paths. Set the "temperament" level of all forces and the skill of Allied or Enemy pilots. Watch as the "Synchronized Timing Trace" feature retraces all flight routes to verify timing and coordination!! And more!
- ✦ **STRATEGIC FEATURES:** Change the occupation, strength, capacity and rate of growth of any site. Alter the quantity and type of specific units at any site. Alter the site "structure" of the theater and how sites re-supply each other. Move your home airbase. Set the "victory" and "defeat" sites to break through Falcon's basic scenario limitations to achieve endless variety of campaigns!!
- ✦ **OTHER FEATURES:** Place an ILS at any base. Set the weather & ceiling. Set the current day & time. Reschedule the resupply & replacement dates and times. Set the campaign macro and micro "momentum". Includes 70 page manual!! And much, more!!



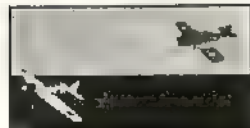
**ONLY \$24.95**



**ACE MAKER™**

By Aces Aim, Inc.

**ONLY \$19.95**



- ⊕ Thrilling instructional video tape illustrating actual WWII aerial combat maneuvers!\*
- ⊕ Each maneuver demonstrated by pilots of the North American Top-Gun flight school flying vintage WWII aircraft!!
- ⊕ Includes simulation footage from MicroProse's **1942: The Pacific Air War™** highlighting how each maneuver appears in PC simulator flight!
- ⊕ Step-by-step detailed lessons make you the ace!

\*VHS format. The Ace Maker is a trademark of Aces Aim, Inc. Distributed by Keyboard Commander Corp., Ft. Lauderdale, FL. 1942: The Pacific Air War is a trademark of MicroProse, Inc. North American Top-Gun is a trademark of North American Top-Gun, Inc.

**Why "Hurry up and Wait"?**  
**Call: 1-800-262-6066**

Mon-Fri.  
9:00-5:00  
EST



All written inquiries to Keyboard Commander Corp. 4839 SW 148 Ave., #504, Davie, FL 33338-2129



# HARD DRIVE TAKES ON A WHOLE NEW MEANING.



**Get a grip—and hang on tight.**

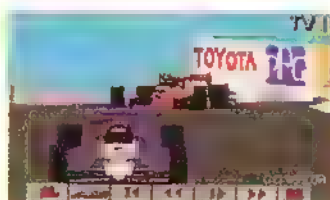
IndyCar™ Racing is real-world, 3-D racing! Check out the reviews: **"Phenomenal"**—Computer Gaming World. **"Scary"**—On Track.

**"Fast, furious, brilliant"**—PC Gamer. **"Nirvana for car racing fans"**—Game Bytes.



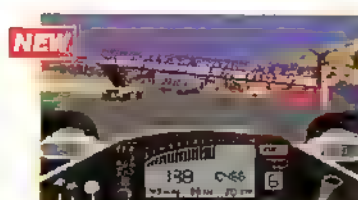
**The feel.** It's almost too real. Scream down the straight. Crest a hill and your stomach's in your throat. Corner too fast and it's panic. Brake? Gas? Flick the wheel? If you have to think, you're toast.

Don't worry, you'll learn. But this is a win you earn.



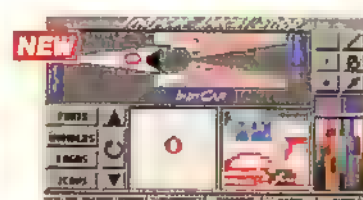
**The look.** You're there. Cars, tread marks, terrain, billboards—even paint schemes and decals on real IndyCars—accurate in obsessive 3-D detail.

**The experience.** Tinker with chassis and engine set-up. Fiddle with turbo boost, wing angles and tires. Factor in tire wear and fuel load. All play a part—all can help you go faster.



**Add on 7 new tracks.** With our IndyCar Circuits: Expansion Pack, you can race at seven new tracks—from Phoenix to Mid-Ohio, Detroit to Queensland, Australia—the challenge always stays fresh!

Each track has been painstakingly constructed to match the true dimensions of the actual speedway.

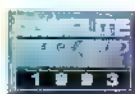


**And now, Indy, too!** Our engineers have mastered the feel and thrill of "The Brickyard™" so you can, too—with our new Indianapolis Motor Speedway Expansion Pack. Plus, with this add-on package, you get a Customizing Paint Kit—to update colors and decals, or just do your car your way.

OFFICIALLY LICENSED



Visit local retail stores, or call:  
**1-800-874-4607**



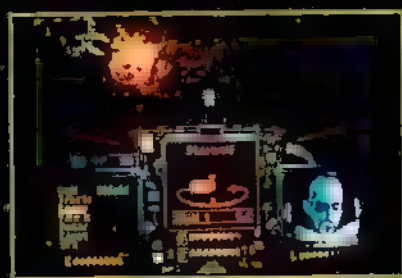
Distributed exclusively worldwide by Virgin Interactive Entertainment, Inc. 18061 Fitch Avenue Irvine, CA 92714

Indianapolis, 500® Indy and The Brickyard™ are registered trademarks of the Indianapolis Motor Speedway Corporation. IndyCar™ and the helmet logo are trademarks of The Indianapolis Motor Speedway Corporation, under exclusive license to Championship Auto Racing Teams, Inc. Papyrus is a trademark of Papyrus Design Group, Inc. Virgin is a trademark of Virgin Enterprises Inc. IBM PC screens shown. Actual screens may vary.

Circle Reader Service #153

**Now,  
New Expansion Packs:  
IndyCar™ Circuits, plus  
The Indianapolis Motor Speedway!**





# STAR CRUSADER.





# SURE YOU COULD DIE, BUT THAT'S LIFE.

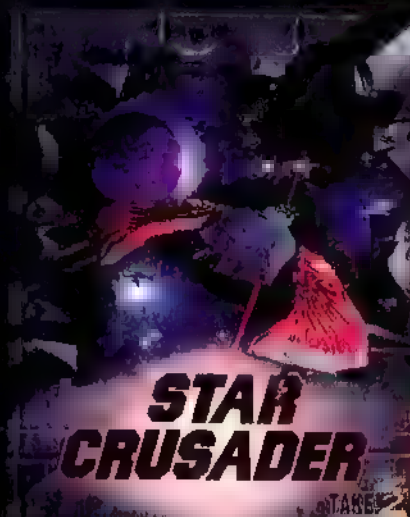
✦ The Gorene Empire is at war with the Alien Alliance. The ally you choose and the battle strategy you devise will determine who controls the Ascalon Rift.

✦ Choose your ally from either of opposing sides. Fly eleven different ships loaded with weaponry. Depart for over 100 varying missions. Then switch sides for unparalleled replayability.

✦ Plot strategies, orchestrate battles, fly stealth missions, and conquer territories, with full combat inside nebulas and asteroid fields.

✦ Riveting hyper-realistic 3D graphics, with fully texture-mapped ships, on-the-fly translucency, Gouraud and Phong shading, and cinematic multimedia videos.

✦ Driving music, searing sound effects and, on the CD-ROM version, fully digitized speech delivered by professional actors.



FOR IBM PC AND IBM PC CD-ROM



Distributed by  
**GAMETEK**

# TAKE

# 2

INTERACTIVE SOFTWARE



# Engine Failure?

*Origin's PACIFIC STRIKE  
Sputters After Take Off. Can It Recover?*

by Tom "KC" Basham

**T**HIS SUMMER, 50 YEARS AFTER THE D-DAY INVASION WHICH ULTIMATELY LED TO THE ALLIES' EUROPEAN victory, the air battles of World War II again rage. Bullets have been traded for bits as **Origin's PACIFIC STRIKE** brings 30MBs of airborne combat to your hard drive. This time, the war isn't just between the Axis and the Allies. While **PACIFIC STRIKE** players fight computer generated pilots, Origin fights its own war for market share against the recently released 1942: **PACIFIC AIR WAR** and the already-established **ACES OVER THE PACIFIC**, **ACES OVER EUROPE**, and **AIR WARRIOR**.

Like **Origin's** **WING COMMANDER** series and **STRIKE COMMANDER**, **PACIFIC STRIKE** focuses on action, role-playing, and storyline rather than hard-core flight simulation and realism. Like **STRIKE COMMANDER** before it, **PACIFIC STRIKE** includes just enough general effects to present a feel of flight, but fails to survive any serious flight model scrutiny. Different aircraft do fly differently—an F4F Wildcat will never out turn a Zeke (A6M Zero)—but serious effects like accelerated stalls, angle-of-attack, spins, compressibility at high speed, and rudder-induced roll are absent. If you're looking for gritty realism, turn the page now. If you're looking for action and a sto-

ryline with an air combat backdrop, **PACIFIC STRIKE** delivers. How well it delivers is another matter....

## GOOD MORNING, PEARL HARBOR

**PACIFIC STRIKE** loosely follows the history of World War II in the South Pacific. The game opens one early Sunday morn, December 7, 1941, just as the Japanese sneak attack jolts Pearl Harbor out of bed. The first mission scrambles the player and a

wingman in F4F Wildcats against waves of incoming Japanese aircraft. You must first down enemy aircraft covering your runway, then proceed to Battleship Row and protect the battleship *Nevada*. If you survive, you and your wingman are transferred to the aircraft carrier *Enterprise* and head out to sea.

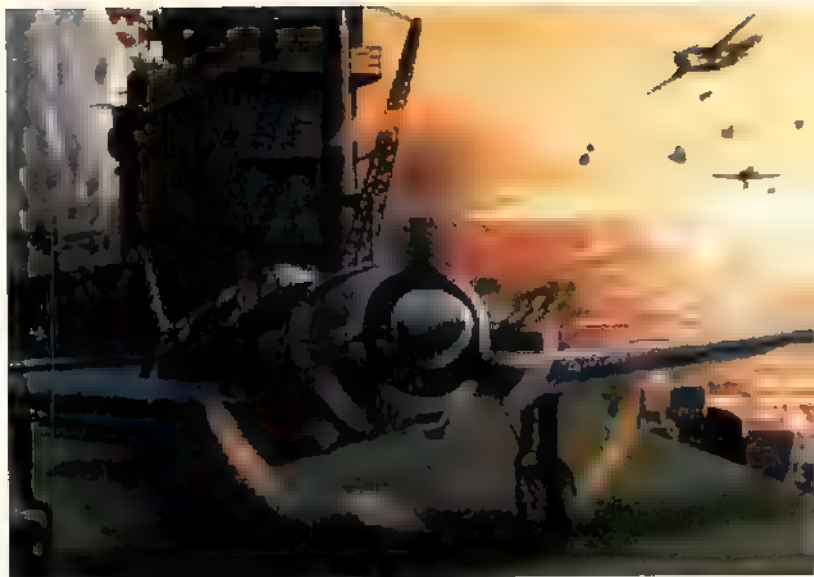
From there, the progress of the war depends on your success or failure. Major events, like the Doolittle Raid on Tokyo, the Japanese expansion into the South Pacific, and the Battle of Coral Sea, introduce you to war. Your carrier and your forces form the cornerstone of US battle plans every step of the way. If you fail your missions, World War II goes down hill in a hurry.

Although **PACIFIC STRIKE** takes some liberties with history, it includes most basic details such as the design differences be-

tween US and Japanese aircraft, dates of major events in the war, and the technological breakthroughs (like self-sealing tanks) that pushed US forces toward Japan. Although clearly no history documentary, **PACIFIC STRIKE** provides enough of an overview to introduce younger players to the war.

**PACIFIC STRIKE's** storyline follows the same format as **Origin's** other products. Two-dimensional faces with blank eyes stare directly at you and quote often-corny dialogue. You are, naturally, the hero of the World War II saga, a newly graduated pilot with no combat experience but an heroic serving of responsibility. The aircraft carrier you now call home contains the standard array of characters used in other **Origin** products, including a rough-and-gruff wing commander; a cocky, fresh-off-the-farm wingman full of spunk; a battle weary and shell shocked Flying Tiger who has a strange insight into the Japanese; an ordnance officer full of technical wisdom; and, of course, an aged cook who comes filled with opinions on almost everything.

Gameplay also follows the standard **Origin** mold. An autopilot cinematically teleports you and your flight between "action points." Each action point requires you to complete some specific task. Tasks vary from torpedo runs, dive bombing, and dogfighting. As with **STRIKE COMMANDER**, the main objective of the mission may not always be clear, and you may have to replay missions several times to discover what the "success secret" is. Most missions seem rather long and drawn out, throwing lots of small challenges at you. Obviously, with such a mix of objectives, you must fly a variety of aircraft. Undocumented, you



## Pacific Strike

**Price:** \$79.95

(Speech Pack  
\$24.95)

**System:** IBM

**Requirements:**

486 or better  
(486-50 or better  
recommended),  
4MB RAM, VGA  
graphics, 24MB  
hard drive space

(plus 6MB for Speech Pack); supports  
AdLib, Sound Blaster, Pro-Audio Spectrum  
and General MIDI sound cards; DOS 6.0 with  
DoubleSpace, Mouse, Thrustmaster FCS,  
WCS, WCS II, RCS, and Flightstick Pro.

**Protection:** None

**Publisher:** Origin Systems

Austin, TX

(800) 245-4525





# A TIME WARPING ADVENTURE OF DINOSAUR FACTS & FUN!

## ZOMBIE DINOS

FROM PLANET ZELTOID™

I COULD  
USE  
SOME  
HELP  
HERE!

DINOSAUR  
ENCYCLOPEDIA

PHILIPS  
INTERACTIVE  
MEDIA

© 1994 Philips Media Corp.  
All rights reserved. No warranty  
is made by Philips Media Corp.

Circle Reader Service #175





Functionally, **PACIFIC STRIKE** is a clone of **STRIKE COMMANDER** using a similar menu system, identical gameplay, identical camera system, and identical view control. Any Strike veteran should find **PACIFIC STRIKE** extremely familiar.

**PACIFIC STRIKE**, despite using a time-tested engine and concept, has quite a few problems. Enough problems, in fact, to warrant Origin reps posting a public apology on CompuServe. As with virtually all other PC games these days, there are a few bugs, but they are not the primary reason for discontent. The main problem is that the game is extremely slow. On the tested 486DX50 local bus system, 8 MBs of RAM, a 256K cache, and a 1 MB disk cache (the recommended size), the program has more herks and jerks than a fuel deprived engine. After starting the program, it displays a black screen for nearly a minute before beginning the introduction. I thought the program had locked



Worse than frame rate, though, PACIFIC STRIKE's sound is extremely weak. Individual sounds are not bad but seem to be a series of short, fixed-length "sound

**ROUGH LANDING** Our hero comes in for a perfect landing, but the carrier looks like it's in serious trouble.

This combination of lethargic frame rate and crummy sounds seriously inhibits one's immersion into the fantasy world PACIFIC STRIKE tries to build. Origin has said that they're looking into the problems and intend to release patches to address them. One patch has been released at the time of this writing, but it made negligible gains in speed, sound, or graphics. Unless deep and fundamental changes are made to address these problems, this is one game that could end up with the U.S. warships at the bottom of Pearl Harbor. ☛

**CONS** Slow, slow, slow! And the sound implementation is far from sound. If patches can't improve things, this game might go into a tailspin.





# BASEBALL SEASON STARTS TODAY!



Now get all the drama and excitement of life in the big leagues with a new PC game from the makers of award-winning Football Pro.

## COLORADO ADMITS TEAM MANAGED BY COMPUTER

With no manager in sight, the team was forced to admit that they've been managed for the last year by a very powerful computer program: *Front Page Sports Baseball*. The program's Manage-only mode is great for trying out your own strategy, playing head-to-head with other players or against

the computer. Switch to Arcade play and take as much control as you want over pitching, batting, fielding and base running—at Basic, Standard or Advanced skill levels. During the season you can play all the games you want, switching from Manage-only to joystick jockey at will.

## GREATEST LINEUP EVER—OVER 500 STATS FOR EACH PLAYER

It happens every Spring. But for you it can happen any time. Because nothing brings you closer to the game than *Front Page Sports Baseball*. Whether you want to just play the game, manage a team, or both, you get to make the calls. And with 500 statistics on each MLBPA player, there's plenty to base your decisions on.

*Front Page Sports Baseball* lets you field 48 teams in one to three leagues. What's more, you can have 50 players on each team—25 on the big league roster, 15 at the AAA

level or on the disabled list, and 10 in the low minors. So you can work with players not just for a season, but for their entire careers—from the minors to retirement.



*Wind turns game into home run derby* See page 3



©1994 BPA MSA



# NEW YORK SWITCHES LEAGUES



High resolution graphics put you in the batter's box for realistic pitcher-batter duels. Games played in 3-D replicas of 12 top stadiums.

## Surprise Move Stuns Fans, Mayor To Investigate

In a surprise move, New York switched leagues today. The change of allegiance was perceived by many as an obvious attempt to capitalize on the fan appeal of a direct rivalry with the city's other team. Fans already were speculating what it would be like watching a player like Bobby Bonilla face the other league's pitchers. According to sources, *Front Page Sports Baseball* made the team's move easy. League play can be configured for up to 48 teams in one to three leagues. Talk around the league centered on what it would be like to have Toronto and Atlanta in the same league and division. The move might be completed as early as next week.

## OAKLAND CALLS UP TWO PLAYERS FROM MINORS

Looking for extra offense after eight losses in their last 10 games, Oakland has called up two .300 plus hitters from their AAA team. Key in the decision was the fact that *Front Page Sports Baseball* lets you have extra players on the injured list,

in AAA, or in the low minors. You can also make player trades between the end of post season play and the August 31 trading deadline. Take over all the roster decisions for your team or delegate some or all of them to the computer.

## HOME RUN KING IN SLUMP? CHECK LAST SEASON'S AVERAGE

Coaches and teammates alike were unanimous in their support of Barry Bonds, saying he's always been a streak hitter and will probably start connecting in his next couple of at-bats. The team's batting coach backed up his statement by saying that a player's performance in *Baseball* is determined by ratings based on actual statistics. Performance factors include situational ratings, including left-handed and right-handed batters and pitchers, home and away games, clutch situations, and monthly performance records.



Rotoscoped animations give players life-like action at bat and in the field.



Main	Association	Team	On	Show	Help		
Detroit Tigers - 1st <b>DETROIT TIGERS</b>							
Batter: Infield Outfield P- Fred McGriff 4th CF- Stan Ham 3rd C- Greg Allen 7th 2B- Mark Lemke 1st CF- Stu Mullen 2nd 5B- Terry Pondexter 3th OF- Dave Justice 4th 3B- Jeff Mauer 2nd							
Out-Player Name	OB	R	E	SO	OB	OB	SO
OF Justice, Dave	969	178	13	46	120	78	20
2B Mauer, Jeff	968	186	11	46	120	78	20
CF Ham, Stan	968	186	11	46	120	78	20
3B Pondexter, Terry	968	186	11	46	120	78	20
OF Mauer, Jeff	967	185	11	46	120	78	20
3B Allen, Greg	967	185	11	46	120	78	20
C McGriff, Fred	965	183	10	46	120	78	20
1B Lemke, Mark	965	183	10	46	120	78	20
OF Mauer, Jeff	962	178	13	46	120	78	20

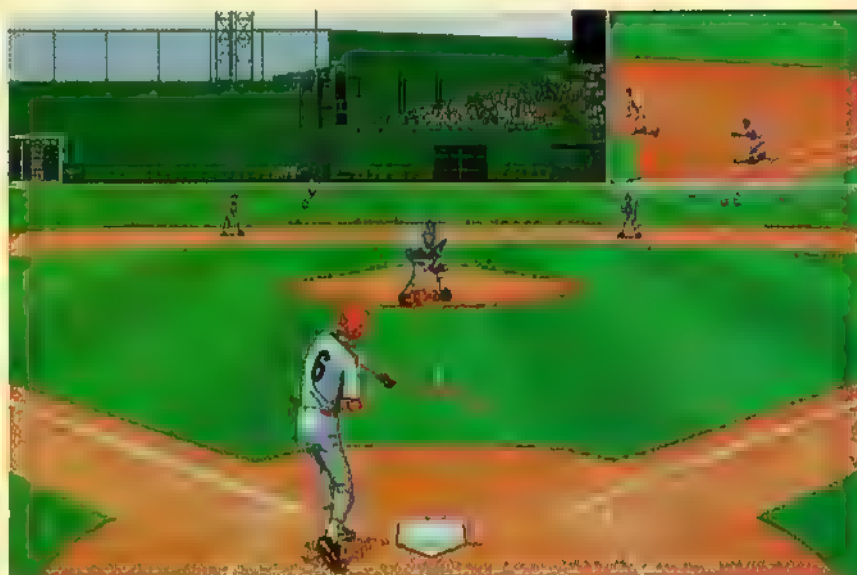
Front Page Sports Baseball - April 3, 1994 Professional Baseball

Front Page Sports: Baseball - April 3, 1999 Professional Baseball

As exciting as *Front Page Sports Baseball* is, it's no wonder coaches are saying two-sport sensation Deion Sanders is itching for the football season to begin. After all, the same folks who have translated all the excitement of *Football Pro* into *Front Page Sports Baseball* are busy working on the next release of the pigskin's best rendition. It will include new rules such as the 2-point conversion and 30-yard line kickoffs, plus the 1994 NFLPA players and team rosters. Be sure to look for all the details in your box of *Baseball*.

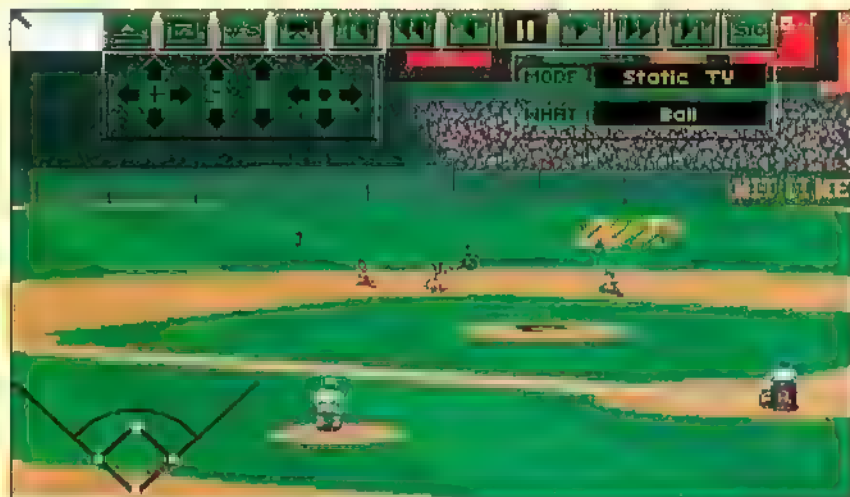
League officials promised today to release the site of this year's mid-season showcase. All 12 of *Baseball's* realistic, 3-D stadium models are contenders. Officials admitted the stadium choice is really up to the user. The computer chooses teams based on actual player performance. With all the stars in baseball, the action is sure to be felt all the way into the upper deck.

In an amazing game showing the effects of high winds, Toronto and Oakland traded home runs, combining for a total of ten. Mark McGwire, Ruben Sierra, Terry Steinbach, Rickey Henderson, John Olerud, Paul Molitor, Roberto Alomar and Joe Carter all contributed round trippers. It could only happen in a game like Front Page Sports Baseball where temperature, humidity, wind and rain are all part of the game. So you get all the unpredictability of Mother Nature—as well as the chance to display your own skills. In fact, ball flight is based on a real physics model. Where and how far balls are hit is a true combination of pitch speed and the swing of the bat. The better you are, the better your team does.





# COMMIT TO ★ EXCELLENCE FRONT PAGE SPORTS™



VCR-like controls for instant replays make sure you catch every bit of the action. Watch from virtually every angle in the stadium.

## NETWORK TOUTS NEW EQUIPMENT FOR INSTANT REPLAYS

The best part of watching a game at home is the instant replays. Thanks to *Front Page Sports Baseball*, this year's instant replays are going to be hotter than ever. Multiple camera angles are available for every ball put in play. Special controls even allow you to follow the ball so you track its every move as each play takes place. VCR-like controls let you slow down, speed up, and even reverse the action. Save unlimited replays to create your own game highlight films—or put together highlights for the entire season.

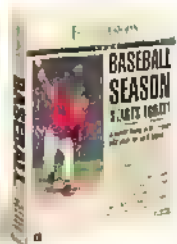
## LEAGUE CALENDARS TO COME OUT TODAY

Fans all over the country are clamoring for their season schedules to start planning the games they'll personally attend. Fortunately, *Front Page Sports Baseball* makes it easy to generate calendars for all regularly scheduled games. What's more, detailed box scores are provided for simulated games so you can find out what happened and how every player did. A special one-pitch mode lets you view just the critical pitch for every at-bat. In minutes you can review the key plays of an entire game.



## WHO'S ON FIRST?

Get the baseball game with all the strategy and action of the big leagues. It's a round tripper for anyone who loves baseball. To get the complete score, call 1-800-757-7707 and ask for D840.



## Futurists predict baseball will one day be played by robots

Pointing to advances in cybernetics, several futurists have predicted the game will one day be played by robots. Until then, *Baseball* can be played on a 386/33 MHz or higher IBM-compatible computer with 4MB RAM with EMS, MS-DOS 5.0 or higher, VGA, hard drive, and a 1.44MB 3.5" HD floppy drive or CD-ROM player. A mouse, joystick, and sound card (most supported) are recommended.



©MLBPA MSA Officially Licensed by the Major League Baseball Players Association.™ and ® are trademarks of or licensed to Sierra Software Inc. ©1990 Sierra Software Inc. All rights reserved. W 10047210.





## WARGAMING/STRATEGY

When In Illuria, Do As  
The WARLORDS Do

NOW THAT THIS COMBINED WAR AND STRATEGY GAMING SECTION OF THE MAGAZINE HAS EMERGED, IT HAS made my life much easier. Gone is the headache of deciding if a particular game was "wargamey" enough to make the Wargaming World section of old. One item of debate, however, always seems to linger: are non-historical genre games, such as WARLORDS II, war or strategy games?

Editors and gamers aren't the only people who quibble about such matters. Witness a recent on-line discussion between Keith Zabalaoui of Atomic Games and Gregor Whitley of SSG over the status of WARLORDS II. Keith was trying to convince Gregor that WARLORDS II was a



strategy game, not a wargame and, therefore, Atomic's VELIKIYE LUKI deserved the #1 slot on CGW's Wargame Top 10. Allow us to share with you Gregor's response:

*(To be read with a thick Australian accent and sense of humor, or rather, humour.)*

"Here are 10 good reasons why WARLORDS II is a bona fide wargame and a better game than VELIKIYE LUKI, and therefore should maintain its rightful position above VELIKIYE LUKI in the CGW lists.

1. Nomenclature: WARLORDS II clearly has "war" in the title, whereas VELIKIYE LUKI is just the name of some dinky part of Russia that even the inhabitants have been trying to leave since 1917.

2. Body Count: Given that the units in WARLORDS II represent legions, and that these legions are killed in vast numbers throughout the course of a game, we clearly have a higher body count and, hence, more war.

3. Family Values: One doesn't like to dredge up the recent past, but the parents of VELIKIYE LUKI have just endured a messy divorce, and the parties are now not speaking to each other. On the other hand, WARLORDS II was delivered and nurtured in a true family spirit of serenity and harmony. Clearly this is a better role model, and should be rewarded.

4. Gender Equality. Heroines are given equal billing

WHEN WARGAME  
DESIGNERS CLASH  
OVER SEMANTICS,  
FUNNY THINGS  
HAPPEN.

by Alan Emrich

## G-2

\* Look for New World Computing to release an EMPIRE DELUXE MASTER'S EDITION on CD, including both the DOS and Windows versions of EMPIRE DELUXE, "classic" EMPIRE, plus excerpts from the strategy guide. It will be playable from the CD-ROM with minimal space taken up on your hard disk.

\* Rumors abound on Mark Baldwin and Bob Rakosky's follow up game. While likely to include "Empire" in the title, it will be on a more operational scale (i.e., players will manage campaigns and battles, as opposed to entire wars with economics driving game play).

\* SSI's GREAT NAVAL BATTLES series will have one and probably two more games added to the series. VOLUME III is rumored to increase the intensity of Pacific Theater operations, while VOLUME IV will delve deeply with submarines.

\* Those seeking a more glorious age of naval warfare will be glad to know that Avalon Hill has begun working on a computer version of WOODEN SHIPS & IRON MEN. This one is not a rehash of their older version, but a new program being done by the 5TH FLEET team.

\* Along this line, Impressions will be setting sail with a strategic level, high seas trading empire game. Players become the Han Solos of the 16th and 17th centuries. Action will focus on trading and detailed, 3-D, first person perspec-

(continued on page 102)



# Try a Titan



## August's Top Picks

- S46 1942 Pacific Air War
- 48 Across the Rhine
- 40 Arena: The Elder Scrolls
- 44 Armored Fist
- 45 Battlecruiser 3000
- 40 Delta V
- Call Doom 2 • New Version!
- 54 Falcon Gold CD
- 34 Grandest Fleet
- 43 Harpoon 2
- 46 Mechwarrior 2
- 40 Operation Crusader
- 40 Outpost
- 41 Sim City 2000
- 48 System Shock
- 46 Tie Fighter
- 55 Under a Killing Moon CD
- 49 Wing Commander Armada

**We accept preorders. Call for details.**

**Send \$2 for new catalog!**  
**Refundable with first order.**

- Complete product listing available.
- Visit our online store on GEnie.
- Keyword Titan Games
- Money orders, personal checks, credit cards accepted.
- Same-day shipping for orders received before 4 pm EST.

**Get that game now!**  
**1-800-247-5447**



and abilities in WARLORDS II, and get their own picture. Women in VELIKIYE LUKI are shamefully oppressed by patriarchal notions of history, and their heroic efforts for victory are disregarded.

5. Patriotism. A simple equation. WARLORDS II is English, the universal language of the Western Alliance, of which Australia is such an integral part. VELIKIYE LUKI is Russian, which is the language of the bad guys.

6. Realism. VELIKIYE LUKI has some pretensions to realism, but only WARLORDS II conveys the true essence of generalship. The noted WWI historian Captain Edmund Blackladder stated that the secret British war plan on the Western Front was "to continue until everyone was dead except Field Marshall Haig, Lady Haig and their tortoise Alan."

This is exactly the style of warfare that only WARLORDS II can deliver, although there must be some doubt over any general exemption for tortoises.

7. Nomenclature II: What could a company called "Strategic Studies Group" do except produce wargames, probably under the auspices of the CIA or Pentagon? On the other hand, what could a company called "Atomic" produce? I'm afraid that I have insufficient evidence to clearly state that Keith hasn't made clandestine trips to North Korea or that a special room in his house isn't lined with lead.

8. Examination: When the combat graphic comes up in WARLORDS II, it says 'War!', not 'Strategy!' Pretty obvious, I would have thought.

9. Realism II. A game of VELIKIYE LUKI leaves one with a realistic appreciation of WWII combat on the Russian Front. A game of WARLORDS II leaves you feeling that you'd like to annex your neighbors house, raze his garden shed, and conscript his children, before he does the same to you. Obviously, WARLORDS II is a much more realistic experience, and a much better guide to urban survival.

10. Seniority: SSG has been here much longer than Atomic. Show some respect.

Gregor Whiley, SSG

And so these little debates rage. In the meantime, we should all laugh, play war and strategy games, and be glad that our hobby is thriving. Remember, it's more important to know "What's in a game?" than "What's in a name?" ☺

## G-2 (continued from page 101)

tive ship combat.

\* SimCity is making a switch. The smash computer game is evolving into a collectable trading card game (the most popular of that genre being Magic: The Gathering). This transportable, expandable card game from Mayfair Games will allow players to either compete or cooperate as they build a city, encroaching on each other's territory by laying out cards domino style.

\* In the boardgames-to-software department, we have J. O. Webster of Clash of Arms Games working on a computer version of their Over the Reich operational WWII aerial combat game with Big Time Software (Flight Commander). Decision Games has announced that Case Green, Atlantic Wall, Highway to the Reich, War in Europe, Wacht am Rhein and Napoleon's Last Battles Quad (and many others) are now available on disk for play-by-email using HPS Simulations' Aide de Camp system. Call Decision Games at (805) 943-6832.

\* Speaking of Aide de Camp, Scott Hamilton has finished the 1.1 version of his Tigers on the Prowl and is moving on to a 2.0 version of ADC. The list of new/improved features is lengthy, but previously created ADC play-by-email files will be backward compatible!

\* Fans of SSG's Battlefront series of games will find a treasure trove of new IBM scenario conversions on CompuServe in the Gamer's Forum, Library #3 (Wargames). For Carriers at War players, an Operation Pedestal scenario appears, as does a Battle of Saratoga scenario for IBM players of their Decisive Battles of the American Civil War series.

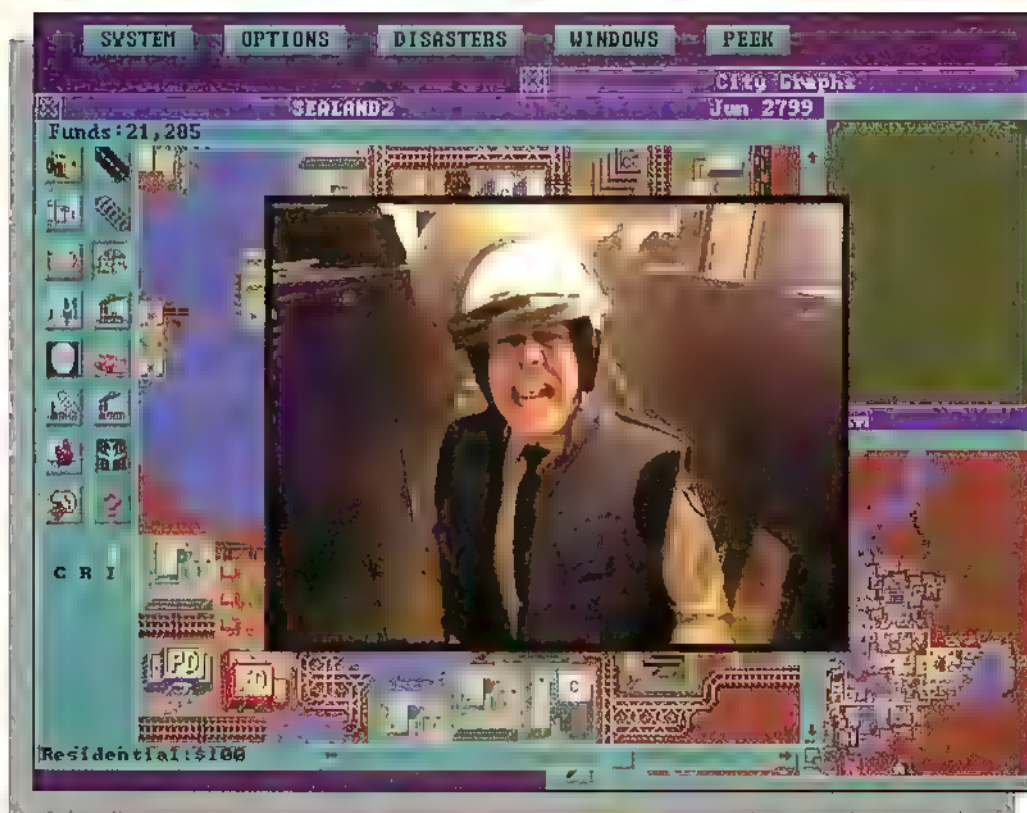
\* Roger Keating is evolving way beyond Battlefront in SSG's next endeavor. Code named "Manhattan," this "project" will be a land based, turn based wargame system that can handle any WWII type action from a regimental scale up. Due out early next year, it will be able to handle campaigns such as the Bulge, Cobra, North Africa, anything in Russia, etc.

\* Not to be outdone, Atomic is working away on Stalingrad and Bulge additions to their World at War series for Avalon Hill. In addition to Beyond Squad Leader (the first installment of which takes place at Omaha beach), they're cooking up a Civil War version of their World at War engine, and a major revamp of Computer Diplomacy, plus computer Magic Realm.

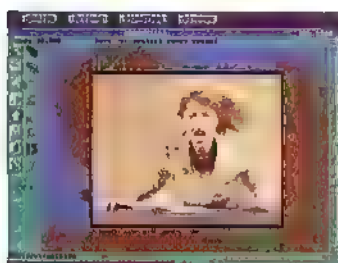
\* Are you looking for a copy of VGA Planets? If you're on GEnie (or know someone who is), have them download the 3.14 version of the game, file #7468 in the Games Library.

\* Three-Sixty Pacific has severed their relations with Colorado Computing (the High Command people). Meanwhile, Alliance has picked up their old Harpoon game and will be releasing a new version (complete with fixes), retitled Harpoon Classic.





# "Welcome to SimCity® CD-ROM!"



*The SimAction News keeps you posted on daily disasters and other headline news.*

faced with the *real* thing... Real disasters. Real Chaos. Real people.



*Full motion video brings your city officials to life—Police Chief, Fire Chief and more!*

Sure, Sure. It's all fun and games when you can play lord-god-king to a bunch of pixel-high people and text boxes. Now let's see how that Mayoral muster

holds up when you're faced with the *real* thing... Real disasters. Real Chaos. Real people. Introducing *SimCity Enhanced CD-ROM* from Interplay Productions. It's *SimCity* with a whole new attitude as the award-winning classic goes Hollywood with professional actors, location shooting, full motion video and real-

life footage of those natural disasters you find so irresistible (come on, admit it...we won't tell). Unleash a killer quake. Meltdown a few nuclear power plants. Heck, wreak city-wide havoc while you're at it... just don't expect your SimCitizens to sit around and take it because in *this* *SimCity*, your citizens are anything but quiet. You'll make headlines on the nightly news, come face-to-face with vein-popping city officials and truly *experience* the lives you rule with each click of your mouse.

*SimCity Enhanced CD-ROM.*  
The *all new* original city simulator.

Available for IBM PC & compatibles  
CD-ROM and Hard Drive required.



*Mess up and you'll watch as natural disaster and crime destroy your creation.*



ENHANCED

C I N E M A T I C



M U L T I M E D I A

D O S

Software © 1994 Interplay Productions, Inc. © 1989, 1991, 1992, 1993 Sim-Business and Will Wright. All rights reserved worldwide. SimCity is a registered trademark of Sim-Business dba Maxis. All other TM's are properties of Interplay Productions, Inc.

17922 Fitch Avenue • Irvine  
CA • 92714 • (714) 553-6678



# Just Add Slaughter

*Build Your Own Battles With SSG's  
WARLORDS II SCENARIO BUILDER*

by Robert L. Hayes, Jr.

**DON'T KNOW QUITE WHAT TO MAKE OF STRATEGIC STUDIES GROUP.** WHEN THE ORIGINAL WARLORDS CAME OUT IN THE late 80s, it garnered a large following of wargamers, and those gamers politely requested some enhancements and alterations to the game's engine.

A few years later, SSG released WARLORDS II, implementing the wishes of their players and reflecting improvements in the state of the art. WARLORDS II also was well-received, and after thanking SSG for updating the game, those same players politely requested a scenario builder so they could add their own worlds to the game. SSG promptly started work, and the result is the WARLORDS II SCENARIO BUILDER.

What's going on here? A game company that listens to what its players ask for and provides it in a reasonable time? What is SSG trying to do, maintain customer loyalty and user satisfaction? Evidently they're on the right track.

## IF YOU BUILD IT...

The SCENARIO BUILDER is really two enhancements in one. The scenario editor itself, accompanied by a suite of handy utilities for compressing and installing user-created scenarios, enables the budding designer to generate entirely new scenarios for the basic WARLORDS II engine. Along with the package, however, comes a bonus of 24 new scenarios, presumably created to show off the power of the scenario generator. Thus, gamers uninterested in creating their own worlds can still expand the horizons of their conquests.

The scenario editor is a bit idiosyncratic, as one might expect of a product originally intended as an in-house development tool. It works just fine, however, and even novice world creators will soon find themselves sketching out new killing fields for themselves and their friends.

The SCENARIO BUILDER uses the concept of "sets" to simplify the task of creating an entirely new world. There are Army Sets, City Sets, Terrain Sets, and Shield Sets.

Each set contains the basic information used by that class of object. An Army Set contains all the artwork, unit names, and unit attributes for the military forces found in a scenario; a City Set contains the artwork for each empire's cities and fortifications; Terrain Sets contain all the map data of the

Grasslands, Mud, and Ice terrain types; and a Shield Set contains the eight small shield icons used on the strategic map. Sets can be used interchangeably from one scenario to the next; if you think catapults should have a higher attack value, for example, you can create a custom Army Set based on the default set with your changes and integrate it into the scenario you want to play. More typically, you can create an Army Set that has all the units you plan to use in any number of scenarios, thus saving an immense amount of work. Sets can be copied, so that minor changes don't require entering an entire set from scratch. The user can affect only the Army and City Sets; the Shield Sets and Terrain Sets are limited to those included in the Scenario Builder package. This seems a petty restriction,

but it should not make any difference to anyone but a perfectionist. You have complete control over practically every aspect of unit design; all types of bonuses are included, and you can set unit values to practically any setting you like. Of course, there are a few restrictions. You cannot change the special powers of heroes, for example, though you can change their default movement and combat values. Temple allies and allies have their own restrictions, but these flow naturally from the game design and should not stymie anyone. City Sets are less flexible; all you can really change is the appearance of the icons. Each city's production and income is set independently in each scenario, however, so this is not a major concern.

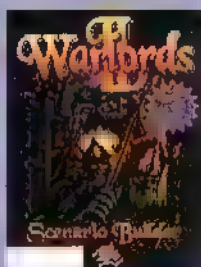
There are several customizable controls for your scenario's presentation. You can import a .PCX or .BMP graphics file for the introductory scenario picture, name the scenario, and type a brief description of the scenario.

## LANDSCAPE PAINTING

Painting the map for your scenario is a simple process. The first thing to do is to draw the broad outlines of your land masses. You are able to paint with a remarkable degree of control. All the familiar terrain of WARLORDS II is at your disposal, as well as the more unusual terrain of the Mud and Ice terrain sets. Once the broad outlines of your land are in place, it is time to use the "Smooth" function. This creates realistic shoreline, modifies terrain slightly (i.e., your mountain range may be ringed by hills), and in general causes the map to look right. Perfectionists can change the map details after smoothing to make things look perfect, or to create terrain that the smoothing function disallows (like mountain ranges in the middle of the ocean). There is only one missing piece in the terrain generation process: there is no command to random-

### Warlords II Scenario Builder

Price: \$49.95  
System: IBM  
Requirements: 386SX or better, 2MB RAM, VGA graphics, 4 MB hard drive space, mouse. Warlords II required. Supports AdLib, Sound Blaster, PAS, MT-32, Sound Canvas sound cards.  
Protection: None  
Publisher: Strategic Studies Group  
Pensacola, FL  
(904) 469-8880





# WARGAMES WEST

DISTRIBUTION  
1-800-SOS-GAME

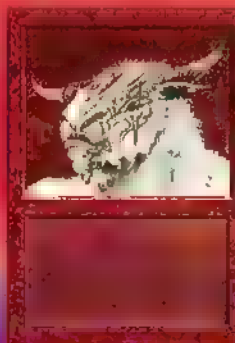
WIZARDS  
the  
COAST

## THE DECADE'S HOTTEST GAME!

### MAGIC

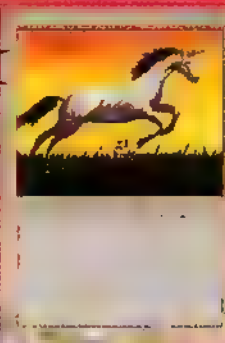
The Gathering

This is the game you've heard about! Combat between mighty sorcerers is the stuff of Magic: the Gathering™, where you utilize your own personalized deck of cards to channel powerful spells and



©1993 Arson Maddocks

Complete sets of  
1st Edition Magic  
cards have sold for  
over \$1,000!

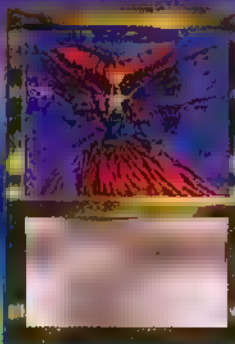


©1994 Cornelius Brudi

Over  
100 million  
cards sold!

### The Dark

New sinister spells from  
Dominia's dark age bring more  
cards to your Magic™ decks!



©1994 Arson Maddocks



©1994 Lawrence Schell

### LEGENDS

The most powerful heroes from  
Dominia's past can now fill the  
ranks of your Magic™ game!



### JYHAD

This new collectible card game enacts the  
ancient struggle between dueling vampires!  
Using your personalized deck of cards, will your  
clan emerge triumphant, or will you become the  
feast of the day?

Easy to play  
learn in just 10  
minutes!

**The Dark™, Legends™, and Jyhad™ are all 1st Edition cards and in limited supply! Get them before they're all tapped out!**

Get everything you need for these incredible Deckmaster™ games in these fine Wargames West sponsored stores:

Hobbyemk, Inc.	Anchorage	AK	Shanadoo Enterprises	Boise	ID	Game H.O.	Oklahoma City	OK
Roaming Panther II	Glendale	AZ	25th Century	Bloomington	IN	New World Bookstore	Oklahoma City	OK
Roaming Panther	Mesa	AZ	The Game Preserve	Greenwood	IN	Adams Family Entertainment	Portland	OR
Things For Thinkers	Tucson	AZ	The Game Preserve	Indianapolis	IN	The Condo Store	Lancaster	PA
Fun-Quest	Tucson	AZ	Game Shop of Wichita	Wichita	KS	M.F.B. Inc.	Pittsburgh	PA
Collector's Realm III	Berkeley	CA	Little Wars	Baton Rouge	LA	Phantom of the Attic	Pittsburgh	PA
Last Granddier	Berkeley	CA	Spare Time Shop	Marlboro	MA	Texas Game Company	Allen	TX
Comics & Comics	Cupertino	CA	Toy Soldier	Hart	ME	King's Hobby	Austin	TX
Wrinkle in Time	Cupertino	CA	Rider's Hobby	Canton	MI	Gamesmasters Unlimited	Clearlake	TX
Brookhurst Hobbies	Garden Grove	CA	Rider's Hobby	Grand Rapids	MI	Sunrise Games & Comics	El Paso	TX
Dragon's Lair	Long Beach	CA	Pantasy Shop	Madison Heights	MI	Fantastic Realms	Denton	TX
The Gauntlet	Modesto	CA	Infinite Comics	Hazelwood	MO	Comics & Cards	Houston	TX
Games For Less	Modesto	CA	Clin's Books	Independence	MO	Commissary Games	Houston	TX
Land of Novawuz	Pleasant Hill	CA	The Raven's Lair	Kansas City	MO	Gamesmasters Unlimited	Houston	TX
Inland Hobbies	Riverside	CA	Diversions	Maplewood	MO	Musabell's Books	Katy	TX
Comics & Comics	Sacramento	CA	Gamers' Guild	Madison	MS	Mad Hunter's House of Games	Lubbock	TX
Gator Games	San Mateo	CA	Pair-A-Dice Games	Spring Lake	NC	Star Books & Comics	Lubbock	TX
Game-A-Holic	Santa Clara	CA	Spellbound Books & Games	Winston-Salem	NC	Specialties, Inc.	San Angelo	TX
Melinda May Comics & Games	Ukiah	CA	Game Master	Lawson	NE	Games People Play	Orion	UT
Land of Novawuz	Vallejo	CA	Gamequest	Par Lawn	NJ	Games People Play	West Valley City	UT
Attacks	Aurora	CO	Wargames West on Central	Albuquerque	NM	Game Parlor	Chantilly	VA
The Coupland Gamer	Colorado Springs	CO	My Book Store	Albuquerque	NM	Eagle Games	Bellingham	WA
Mr. Shink's House of Fantasy	FL Collins	CO	Triple J Hobbies	Las Cruces	NM	Bookworld	Midway	WA
Don's Hobbies	Greenley	CO	Bayshore Hobbies	Las Vegas	NV	Wonderworld Books	Seattle	WA
Infinity Comics & Games	Lafayette	CO	Comics Plus	Bayshore	NY	Digital Heroes	Walla Walla	WA
Cindel	Groton	CT	Adventures & Hobbies	New Hartford	NY	Games Plus	Woodinville	WA
Enterprise 1701	Orlando	FL	Crazy Ego's	Rochester	NY	Hobby Horse	Brookfield	WI
Sage's Press	Sorrento	FL	Saratoga Sci-Fi Shop	Rochester	NY	Canada:		
The Hobby Corner	Iowa City	IA	Fourth World Comics	Saratoga Springs	NY	Keith Potter & Associates	Vancouver	BC
Dark Horse	Boise	ID	Jim Hanley's Universe	Smithtown	NY	Dragonstrike Games	Victoria	BC
			Twilight Books & Comics	Slaten Island	NY	2 stores: Johnson Ave. & University Hts. Mall		
			2 stores: Carousel Center & N. Sullivan Street	Syracuse	NY			
			Droway Dragon	Columbus	OH			
			Comic Shop Plus	Newark	OH			
			Great Eastern Comics	Northwood	OH			

For your own

**FREE 136-PAGE CATALOG**

Write: PO Box 9495 Albuquerque, NM 87119-9495

Foreign catalog requests: \$4.00

Retailers: Wargames West should be your store's distributor! We offer America's fastest shipping, up to the minute computerized inventory to make your ordering easier, and free advertising in top magazines!

Magic: The Gathering, The Dark, Legends, Jyhad, and Deckmaster are official trademarks (TM) of Wizards of the Coast.





**THE MARY KAY MAKEOVER** Even this scowling *kubuki* soldier could be made to laugh with the army editor.

ly generate terrain. You must build each tile by hand, which can be very tiresome on a map the size of the ones found in *WARLORDS II*. Aside from this flaw, the terrain editor works very well and is quite straightforward in function. The manual does a good job of explaining the basics, and the on-line help is adequate.

Having built your terrain, it is time to put cities and ruins on it. You can name each city, set its production and income, and type its description, or you can let the computer automatically do it. A nice feature here is the ability to partially define your cities; you can do the work for the important cities then let the computer "fill in the blanks" for the cities that aren't so crucial. The same procedure is used for ruins, temples, and signposts, one flaw here is that you cannot pre-assign a given treasure to a given ruin. This makes it more difficult to assign treasures to a "proper" place in the game and enforces the randomness found in the original *WARLORDS II* game. You may define all the

treasures, however, with all the normal magic item attributes found in the original game.

Saving your new universe takes a considerable amount of time; the *SCENARIO BUILDER* packs all your sets, compresses your maps, and redraws the strategic map whenever you save, a process that takes about 10 seconds on a 486-66. Frequent savers will be driven to distraction by the time this will eat up, but it should be pointed out that I have yet to crash the program in some 30+ hours of use. Saving the scenario two or three times per session should suffice for most users.

The only problems with the *SCENARIO BUILDER* are control issues. I would ideally like to be able to control every aspect of the game, from the way the AI functions to the exact shading of the rocks in the mountain ranges. That's simply not practical, and the *Scenario Builder* seems to have struck a reasonable medium between ease of use and user control over the final product. On balance, the *SCENARIO BUILDER* is an excellent software tool, and any dedicated *WARLORDS* player will find it a mandatory addition to their software library.

#### PRE-FAB EMPIRES

The new scenarios are a mixed bag, as is usual for compilations of this sort. Most are good, a few are great, and a few stink on ice. Fans of the original scenarios will find similar enjoyment in the *Arthurian Britain*, *Elemental Problems*, *Esesgee Island*, *Jungle Valley*, *Knight's Isle*, *Serlenia*, and *Spectremania* scenarios. The *Chessboard*, *Hand of Fate*, *Isle of the Wheel*, *Minotaur Maze*, *Spindle Isle*, *Star*, and *The Well* scenarios all play with the topography of the map, with mixed results; the AI is easily confused by such geographical peculiarities, but human players will relish the odd strategies these topologies generate.

The *Elemental Crux*, *Flooded Halls*, and *Glacial Islands* scenarios are all pretty much wastes of disk space; the maps of *Flooded Halls* and *Glacial Islands* are simply too hard to figure out, while *Elemental Crux* is grossly unbalanced. SSG has boosted the "universal wargame construction kit"

aspect of *WARLORDS* with the inclusion of *America*, *Europa*, *Invasion*, *Roman*, and *Rule Britannia* scenarios. Each of these is set in historical or futuristic milieus, again with mixed results; with the exception of the *Invasion* scenario, the artwork used for these historical simulations is so terrible that play enjoyment is hampered even for a visually unacute person such as myself. Additionally, the unit choices are irritatingly cutesy; one grows tired of building stacks of *Jesse James* or *King Poseidon* units. The *Europa* scenario has the most potential, but is not well play-balanced; the *Italian* player, ironically enough, is in a commanding lead from the very beginning. The *Landlords* (the class struggle meets the fantasy wargame, complete with motorcycle-riding security cops and



**ANACHRONISTIC ATTACK** A WWII fighter dogfighting a dragon? Even stranger things are possible with the *WLI1* *SCENARIO BUILDER*.

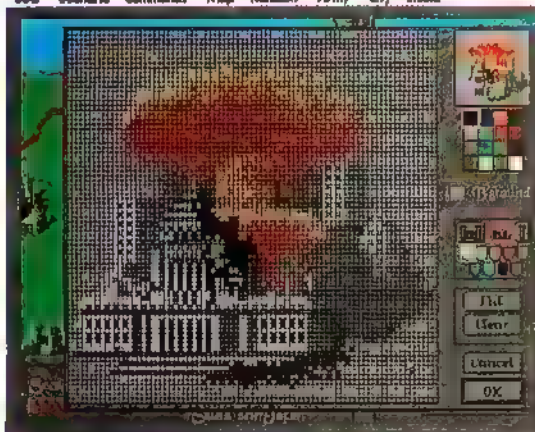
briefcase-equipped lawyers) and *Warhogs II* (battle for control of the pigpen) are both hysterically funny and enjoyable to play. All in all, about half of these scenarios are doomed to a "play it once, then delete it from the hard disk" reception on the part of most gamers, but the other 12 are an excellent addition to the scenario library and will see a lot of replay. ☺

#### WARLORDS II SCENARIO BUILDER

**RATING** ★ ★ ★ ★

**PROS** So you want to be a game designer? This is a terrific way to dabble in world creation.

**CONS** The interface has a few quirks, and we would like to tweak with the enemy AI. Are we ever satisfied?



**FORECAST CALLS FOR MUSHROOM CLOUDS** This carefully-crafted pixel-city gets radiated in VGA verisimilitude



To order call

**CHIPS & BITS**

P.O. Box 234 Dept. 10086

Rochester, Vermont 05767

800-699-4263

Int'l 802-767-3033

FAX 802-767-3382

Source 10086

**"THUMBS UP!"**

- Johnny L. Wilson

Computer Gaming World

Carey DeVuono's

# Hollywood Mogul

RUN YOUR OWN  
HOLLYWOOD MOVIE STUDIO

Past the studio gate with your name on it lies your personal dream factory.

#### Go for it:

- ❖ Buy original scripts and blockbuster bestsellers or steal ideas for yourself.
- ❖ Set vastly padded production budgets.
- ❖ Choose enough special effects to hide the lack of plot.
- ❖ Play God with producers and directors.
- ❖ Make and break superstars' careers, or enslave stars of tomorrow.
- ❖ Shoot on Sound Stage 10, in London, or on the slopes of the Himalayas.
- ❖ Have marketing and distribution grovel at your feet.
- ❖ Attend your world premieres.

#### Grab it all:

- ❖ Sit back and watch the grosses roll in.
- ❖ Snag that Beverly Hills mansion, Malibu beach house, 40,000 acres in Montana or your own Greek island.
- ❖ Collect the most overpriced art on earth.
- ❖ Find you can't live without that 4th studio jet.
- ❖ Keep the biggest names in Hollywood waiting outside your studio gate.

#### Or Gamble it all!

- ❖ Sell your shirt just to stay alive.

If you've got what it takes to make it in Hollywood...  
*Carey DeVuono's Hollywood Mogul* is gonna take everything you've got.

Circle Reader Service #60

To purchase, visit your local software retailer, or call 1-800-350-5550.

Available For IBM And Compatibles. MS-DOS and Microsoft Windows versions available.  
600k required, mouse suggested 3 meg hard disk space required.



Carey DeVuono's Hollywood Mogul is a trademark of DeVuono DeVuono Games, all rights reserved. Other brands and product names are trademarks of their respective holders.



# It Came From Britain

*MicroProse UK's X-COM  
Will Kill Your Cattle, Eat Your Brain,  
And Have You Coming Back For More*

by Chris Lombardi

**X**-COM: UFO DEFENSE IS A PATCHWORK OF THE WORST SCIENCE FICTION FILMS AND THE BEST science fiction games you've ever seen. This MicroProse UK creation draws its xenophobic themes from the kitchiest of popular UFO lore, and its various game elements borrow from many successful titles of days past. But X-COM is far from another rehash of tired ideas; it is a hybrid game that binds together its many facets so tightly that you can't see the seams. It's one of those rare and dangerous games capable of drilling into your brain, putting a vice-grip on your imagination, and only releasing you when it has had enough.

As the plot goes, aliens from the starry beyond have shown up on Earth's doorstep, and they aren't playing very nice. The typical almond-eyed beings straight off the cover of the Weekly World News, along with their other, nastier pals, are abducting decent citizens for proctologic probes, mutilating upstanding cattle, terrorizing major cities and taking over governments. The response from the free nations of the world is X-COM, a multinational organization whose sole reason for being is counter-xenocide.

Your job, which you accept in the name

of God and species, is to lead this organization. It's a big job, for not only must you manage the logistics, plan a grand strategy, and give direction to research for this enterprise, but you must command small groups of soldiers in tactical, turn-by-turn, man-by-man, shot-by-shot, bead of sweat-by-bead of bleeding sweat missions. In fact, sweating the details of tactical combat—deciding if Soldier X should face to the right or to the left this turn—is how you will spend a lot of your time. And there is a lot of time to be spent here—well over 40 hours for a single game. If you have any intention of trying out

this game, you'd better put Real Life in cryo-sleep.

Once you've swallowed the plot and get into the game, you'll find it to be both unique and familiar. There's a bit of DUNE II in the way you plan the layout of your bases. There's a taste of MASTER OF ORION in the way you allocate scientists to research projects and the way that new technologies advance the game. And there's a whole lot of BREACH in the man to man battles. There's even the pos-

sibility for a little role-playing with your soldiers, as these men and women have abilities that improve with time, and can, with a little player-injected imagination, acquire short, heroic histories.

## WAR OF THE WORLDS

Since this is a war of the worlds, X-COM has a whole-Earth perspective. The highest level interface is a stunning globe that can be spun on two axes and magnified to reveal major political boundaries and cities. Time passes in spurts from five-seconds on up to a complete day, and as it does, sunlight moves beautifully across the planet's face.

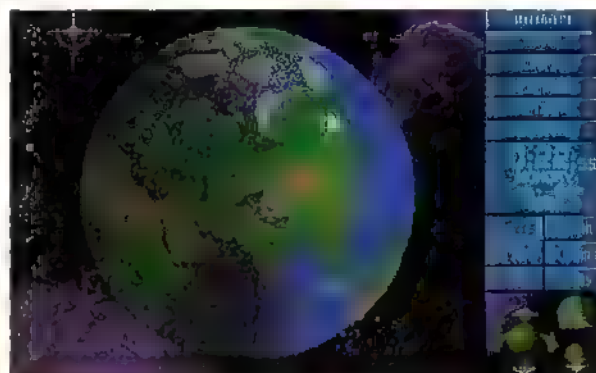
Your first order of business is to open the X-COM shop and place your first base. Since the funding for the X-COM project comes from the countries of the world, and since a country's financial contribution differs depending on its wealth, base location isn't a trivial decision. If the aliens harass China and China lies outside your protective reach, the Chinese may



## X-COM: UFO Defense

Price: N/A  
System: IBM  
Requirements:  
386 or better,  
4MB RAM, VGA  
graphics,  
mouse;  
supports Ad  
Lib, Covox,  
Roland and  
Sound Blaster  
(+Pro) sound cards.

Protection: Documentation look up  
Designers: Julian Gollop, Nick Gollop of  
Mythos Games  
Publisher: MicroProse  
Hunt Valley, MD  
(410) 771-0440



**ALIEN PLAGUE** It seems Mother Nature has caught a virus, as alien bases (pink) pock mark her lovely face.



As you set up your first base, building radar systems, hiring scientists, recruiting soldiers and creating houses and work-space for your people, you'll probably have your first close encounter. If the radar system picks up an unidentified blip on the radar, and if you've built an interceptor fighter, you can send out the fighter for an air-to-air battle. These battles are simple tactical affairs where you can either choose one of three combat dispositions for your fighter, or retreat if the going gets too tough. If you've got superior weaponry (which you do, somewhat unrealistically, at the outset), the alien ships

aliens have their turn. At that point the screen goes black and you might hear the aliens shuffling around, opening doors, or using elevators. If an unseen alien steps into your soldiers' line of sight, you'll catch a quick glimpse of that alien's movements. If a soldier has movement points remaining from the previous turn, he or she might take opportunity fire. The system has an authentic tone of small arms firefights, and actual small arms combat tactics can be used with success.

The fabulous thing about the combat system is that it lends itself to a variety of tactics. Don't want to approach the alien infested farm house from the front door?



**HANGAR 18** The top secret "Hookah" base in Nevada is beginning to run out of developable real estate.

will drop like flies. If a UFO crash lands on dry land, it's time to load your crack team of commandos into a transport and investigate the crash site.

## ALIENS, TOO

When the team arrives at the crash site, it arrives at the heart and soul of X-COM—the tactical battles. Here, from the time your first soldier sticks his nose out of the landing vehicle until the last alien corpse has been zip-locked into mess-free bags, you direct every step your soldiers make. The control system is sophisticated and rich with variety. Each soldier has an allotment of movement points based upon his or her individual traits. With these points, a soldier can move, crouch down, fire his or her weapon, throw an object, or use special equipment like medikits, alien mind probes, illuminating flares, or special weapons. The system makes use of a realistic hidden movement system that adds tremendously to the tactical feel. Once all of your soldiers have moved, the

also a huge variety of settings for the battles: desert environments, jungles, polar wastelands, mountains, among others, not to mention that there are a half dozen UFO types, and they can be in different states of destruction after crashing. Then, there are more missions beyond the simple UFO crash. If the aliens terrorize a city, you can send the troops in to protect



**D-E-F-E-N-S-E** A lone soldier protects his base from an alien attack. The aliens often pour in through the hangar areas.



**KNOCK, KNOCK!** The commando response team makes another house call, but the alien of the house won't be getting Avon.

the citizens from slaughter. You can attempt a raid on an alien base, or you might have to protect your own, fighting within the actual halls of a base you designed. The possible permutations of mission types is incredible. And we haven't even touched on the eight different alien types, the joys of alien mind control, the arsenal of exotic weaponry, or the fact that soldiers can improve their skills and rise in rank if they make it back alive from a mission.

## AMAZING STORIES

Variety is one key element of X-COM, another is discovery. As you fight the aliens, as you capture and interrogate live specimens, and recover and research their technology, a story begins to unfold. The intentions of the aliens are slowly laid bare bit by bit until, in the end, you are poised for a final, climactic confrontation. That there is a story in the game is both a blessing and a curse for the design: a blessing in that there is always a tantalizing carrot hanging in front of the player's nose leading him to a cathartic conclusion; a curse in that the carrot isn't so compelling the second time around. For this reason, X-COM may not be a game that most people will be playing this time next year.

Certainly, at the end of my third game, I'll probably be ready to move on, but that will be after 100+ hours of entertainment, which is surely more than I've come to expect from the average game.

Discovery is also a part of simply learning the mechanics of the game. Partly due to the complexity of the game, and partly to a game manual that is long on the obvious and short on detailed information, X-COM can take a while to learn. You should ex-



pect to restart the game two or three times before you take on a game in earnest, just to get a feel for the interface and the mechanics of play. Many soldiers will be sacrificed to the aliens, and several live grenades will be dropped on toes before you get the swing of things. Even then, it is very easy to make simple interface mistakes that leave a soldiers' butt hanging in the breeze—one of the few frustrating events of the game.

The precipitous learning curve shouldn't scare away the interested play-

er. Those with a yen for tactical combat will find that any invested time cast upon X-COM's waters will come back tenfold in great game play. They will also be treated to hip, comic book style art that runs counter to its "B" movie story, and they'll thrill to terrific mood music and sound effects. They will also be pleased to hear that only one technical problem

ever cropped up (after a few hours, the sound effect can decay into loud, static-filled noise. A quick save and restart takes care of the problem for another few hours.)

In the end, too much remains unsaid about X-COM, but then there is much more to uncover for yourself. Simply know this: It comes from Britain. It comes in peace. Its only demands are on your free time. Resistance is futile. ☹

Jacques Kerouac		FLYING SUIT	
RANK: Colonel	CHAIR: NONE	PERSONALITY: 2	WILL: 100
In Polonic Training		0	20 40 60 80 100 120 140
TIME UNIT	24		
STAMINA	24		
HEALTH	52		
ARMORY	50		
RECTIONS	30		
FIRING ACCURACY	24		
THROWING ACCURACY	20		
STRENGTH	57		
PSYCHIC STRENGTH	3		
PSYCHIC SKILL	22		

**THE DEAD POETS SQUAD** Each soldier has combat statistics that improve with experience. They can also be renamed to add your own personalizing touch.

## X-COM: UFO DEFENSE

**RATING** ★ ★ ★ ★ ★

**PRO** Terrific tactical, squad-level wargame under an interesting strategic umbrella. Richly varied and intense.

**CON** Takes a while to wade through the game's complexity and get a feel for its inner workings. Games can be extremely long—perhaps not a "con," but a warning.

## Sectoid autopsy

The autopsy reveals vestigial digestive organs and a simple structure. The brain and eyes are very well developed. The structure suggests genetic alteration or mutation. The small mouth and nose appear to have little function. The webbing between the fingers, and the flat feet suggest aquatic origins. There are no reproductive organs, and no clue as to how this species can reproduce. They are most probably a genetically engineered species.



**HE'S GOT GUTS** As captured corpses are analyzed by your scientists, the story of the aliens' origins and intentions unfolds.

# The Serious Wargamer Knows His True Allies

Tigers On The Prowl™  
Aide De Camp™  
Point Of Attack™

**HPS**  
SIMULATIONS

HPS Simulations  
P.O. Box 3245  
Santa Clara, CA 95055  
(408)554-8381

The WARGAMER'S Computer Company™



**Coming soon.**

Quarantine

Hell

Frontier-1st Encounters

Bureau 13

Star Crusader

*Circle Reader Service #187*

**We make this lovely advertisement and you drool all over it. Why do we bother?**



# Not Just Grand, But The Grandest

QQP's *THE GRANDEST FLEET*  
Is A Big Little Strategy Game

by M. Evan Brooks

**T**HE GRANDEST FLEET (TGF) IS THE LATEST GAME OF NAVAL COMBAT FROM A BIG LITTLE COMPANY CALLED QQP. Notice that I use the word "game." TGF is a game, and not a simulation; any resemblance between TGF and historical naval engagements is purely coincidental. However, this is factual and not critical. TGF is a fun game, and one that should live a good long life on many gamer's hard drives.

Some have characterized TGF as *LOST ADMIRAL II*. QQP has a problem with this, and since *LOST ADMIRAL II* is due for release this holiday season, they would seem to be on secure ground. Nevertheless, TGF does have many similar features to *LOST ADMIRAL II*; it also has elements of *EMPIRE DELUXE* and *SIMCITY*. If TGF isn't a direct descendant of *LOST ADMIRAL*, then it's a closely-related nephew.

Like *LOST ADMIRAL*, TGF is easy to learn, but challenging to play and difficult to win. With nine historically-based scenarios, each capable of at least ten variations, plus a random scenario option, you won't exhaust this product in a quick play, yet the individual scenarios themselves are all playable within a few hours. There are 21 levels of computer opponent, and the AI can be tough.

## BUILD POINTS ARE FLEETING

Each scenario begins when you purchase

the ships that will comprise your fleet, using "build points" from a starting pool. Thereafter, gameplay flows from movement, combat and construction. While much of the structure is similar to *LOST ADMIRAL*, the construction phase includes not only naval, but port/city improvements. You can add a downtown, shipyard, repair yard, refinery and suburbs to

your growing metropolis. In the campaigns and longer scenarios, such improvements enable you to construct new super ships, which add considerably to your fleet's offensive punch.

You begin as a seaman, and with success, you can move up to the rank of fleet admiral. You also have a political rank which starts

at "citizen" and increases to "governor." You must attain the highest naval rank before political rank increases, so you must undertake a long series of games to attain the pinnacle of success. But even after a single promotion, you are awarded with a super ship at no additional cost. This allows you to get a taste of what more advanced levels can offer in terms of naval warfare.

As far as I know, TGF is the first wargame to include opera houses as an instrument of victory. City improvements such as "opera" increases culture and, thus, victory points. Universities have a

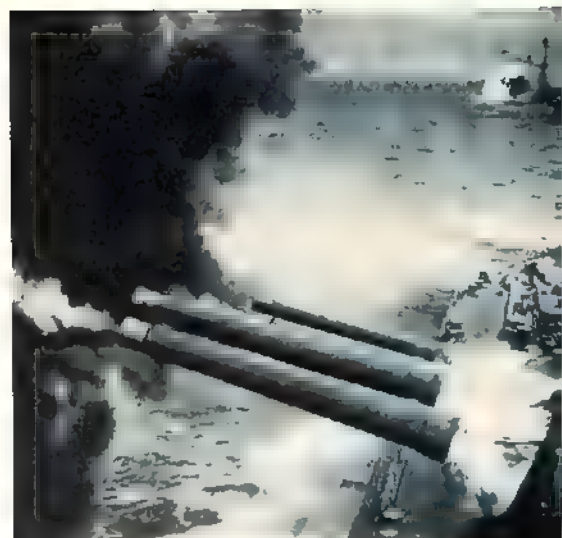
similar function and are required for certain research items. However, the university actually *decreases* a city's victory points. I suppose having those "radical commie pinkos" on campus is not conducive to supporting the war effort.

The university is essential to building missile bases, which are a city's strongest defense. In the shorter scenarios, you will be unable to quickly improve the R&D capabilities and will have to rely on coastal forts. Their cost is affordable, although their placement can often be troublesome. While they can be placed in a land hex within four hexes of "downtown," it is often a matter of trial-and-error to determine which hex will in fact support a fort, and an incorrect placement will force one to begin the acquisition process from the beginning.

Cultural improvements are best left to longer scenarios. In a limited turn-based game, victory must be achieved too soon to effect any major changes, and the optimal strategy seems to be the rapid deployment of new capital ships. A strength of TGF is that the different options require different playing strategies, and the longer scenarios do in fact give victory to the "Most Cultured" conqueror.

## ROCK BEATS SCISSORS

Simply put, TGF is a "rock/paper/scissors" wargame. There are eight classes of ships, including carriers, battleships, cruisers, destroyers, PT boats, submarines, transports and minelayers. Like a myopic American admiral of the 1920s, the game crowns the battleship as king, and it is clearly the most effective unit. However, its high cost and extreme vulnerability to submarines requires that you develop a more balanced mix.



## The Grandest Fleet

Price: \$59.95

System: IBM

Requirements:

386SX or better,

2MB RAM (3MB for

SVGA), 6MB hard

drive space, SVGA

or VGA graphics,

mouse, supports

AdL'b and Sound

Blaster sound cards

# of Players: 1-2 (via modem)

Protection: Documentation Check

Designers: Bruce Zaccagnino and Thurston Searfoss

Publisher: QQP

Flemington NJ

(908) 788 2799





*Finally. A Sound Card  
from a company that knows sound!*



*Soundscape™ by ENSONIQ. The first wavetable sound board that gives you professional 16-bit sound and compatibility with today's hottest game titles and multimedia applications – at a price you can afford.*

**ENSONIQ** is a leading manufacturer of high-quality synthesizers used by top recording artists. Now, the same wavetable technology that drives our \$3,000 keyboards is available for your PC.



**Award-winning sounds.** Our commitment to sound is unequalled. With Soundscape, you'll hear sounds created by Grammy Award-winning musicians, renowned orchestral players, and top studio engineers.

**Maximum compatibility.** Great sound doesn't matter if your board won't work with your software, so we've made Soundscape compatible with virtually all PC standards. Whether you're in the game room, the classroom, or the boardroom, Soundscape will provide unrivaled sound quality for all your applications.

**Make the right choice.**

*Call 1-800-942-0096 for more information.  
Soundscape is now available at all Electronics  
Boutique and Waldensoftware locations.*



*For \$279 (suggested retail) you get:*

Genuine ENSONIQ wavetable synthesis

16-bit sound with 32 voice polyphony

Supports the broadest range of games and multimedia standards, including:

*SoundBlaster™, AdLib™, MPU-401,  
MT 32, General MIDI, MPC Level 1 & 2,  
Windows™ 3.1, Windows Sound System™*

No host CPU overhead, no TSR's

3 CD-ROM connectors for maximum flexibility

60-day no-nonsense refund, plus a three year limited hardware warranty

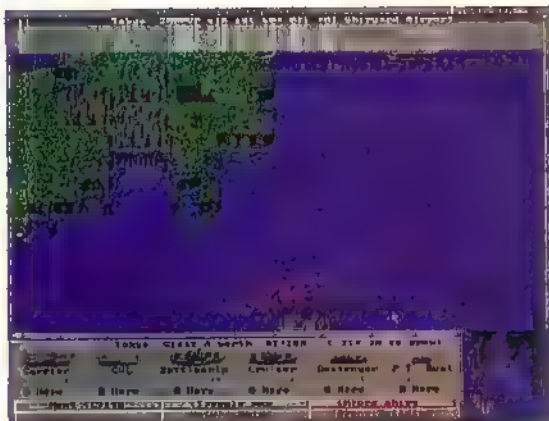
**ENSONIQ™**

LEADING THE WORLD IN SOUND INNOVATION

\* With the exception of the few titles that use ADPCM.  
All trademarks property of their respective owners.  
© 1994 ENSONIQ Corp, 155 Great Valley Parkway, Malvern PA 19355-0135

Circle Reader Service #191





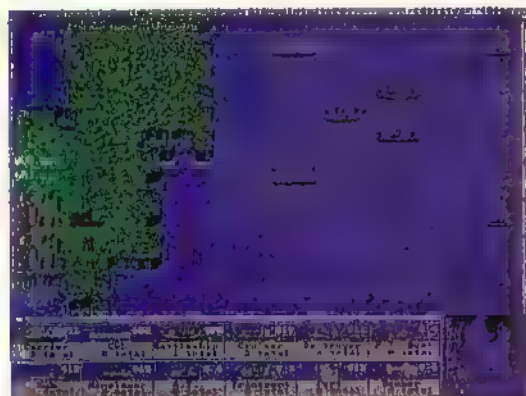
**SON OF TSUSHIMA** If you decide to refight the Russo-Japanese War, the cities and ships of the participants sport a more modern look than in the 1903 original.

While normal combat offers a fixed fire/damage rate, you can randomize the damage. This will +/- the damage results by two for larger ships, with a 10% chance of a critical hit. Smaller ships will have a +/- 1, but no chance of an outright kill.

Invasion of enemy cities is a key component of success. An enemy city must be beaten into submission until the invading warship has sufficient "invasion points." Until such time, any ship within range may bombard the enemy city, but the ship occupying the invasion port will generate a reduction of one point per turn.

Unlike *LOST ADMIRAL*, TGF offers more cases of ranged fire—in the case of cruise missiles and aircraft, even across land masses. Part of the challenge is to play scenarios with different ship mixes; what works in one scenario is completely ineffective in another. Sadly, mine operations are only functional in two-player games; like the U.S. Navy, the AI can't figure out how to use or remove mines effectively.

Actual tactics are scenario dependent, particularly with the enemy's fleet mix.



**THE GREAT GRAY FLEET** While Battleships are the most powerful, you'll need a balanced flotilla to rule the waves.

Optimum performance involves employment of weapons platforms that degrade the opponent's strength at the least expense to your own. For example, use of submarines in a forward picket against an enemy battleship will be effective. But any credible opponent will only absorb such an attack for one turn before destroying the submarine line with a formation heavy in destroyers or PT boats. Then, you should be ready to respond with air support and cruisers and battleships to destroy those pesky submarine-destroying assets. And so it goes...assault responded to with counter-assault, until the final casualty is tallied.

The winning player's force will be characterized by optimum force structure combined with proper use at the proper time.

Careful attention must be paid to victory conditions. A campaign encourages careful conservation of assets, since those assets saved today can be used in tomorrow's scenario. A quick scenario does not encourage preservation of assets; instead, quick victory points are the arbiter of success.

#### ALL EYES AND EARS

The general presentation of TGF is pleasing and informative. As a battleship brings its guns to bear, you can see the turrets slewing and suddenly erupting in a skull-rattling belch of flame. When a ship is sunk, it either sinks slowly to the bottom, or more ignominiously cartwheels across the screen into oblivion. While occasionally crossing into the overly cutesy corridor, the graphics are colorful, interesting and more than sufficient for a game of this type.

The sound support has been roundly criticized by a number of users. While there is no problem with the 8-bit Sound Blaster cards (aside from a volume and tedium overly reminiscent of television commercials), both Sound Blaster-16 and ProAudio cards cause occasional lock-ups. QQP is working on a patch for this deficiency.

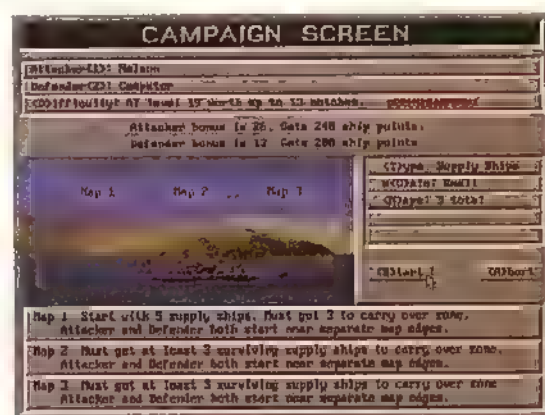
The patch that they are *not* working on concerns the basic documentation and manual. Aside from the chart with incorrect statistics and lack of an index, the information is all there, but presented in a less than orderly format. Attempting to

learn the game from the documentation is an effort that has been rendered unduly difficult.

Finally, saved games are iffy propositions. With super-ship options, the saved games seem to reset switches, and in campaigns, it is difficult to get a successful save between scenarios. Hopefully, this will also be corrected in a future patch.

#### THIS IS NOT YOUR XT'S TONTO

In the prehistoric days of computers, *SIDEKICK* offered an array of interesting add-on programs to a hard drive user. But the expanded version became a large and often cumbersome program with little of the simplicity that one had admired in the initial release. I was concerned that TGF would be a *SIDEKICK* to *LOST ADMIRAL*. To



**ADMIRAL FOR A DAY** While the short battles are fun, it is the campaign option that lends *THE GRANDEST FLEET* its character.

a limited extent, it has become so, but the additions of the city economic modeling and the improved graphic capabilities more than offset my concerns.

In the end, it is the program's replayability and variety that win the day. You can win as a city improvement planner, you can win as a military leader. What you cannot do is win continuously by using the same philosophy and tactics. This is what great gaming is all about. TGF is a stimulating and challenging game, and one that most gamers should find well worth the time and effort. ☉

#### THE GRANDEST FLEET

**RATING** ★★★★★

**PROS** The short scenarios and the challenging tactical game make this one a fun and fast play. A variety of tactics required to win.

**CONS** Details of gameplay are hidden within poor documentation. Interface has its awkward moments. Lack of historicity will be drawback for some.



# Microforum Presents: THE LATEST IN CD-ROM

**NEW!**



## Virtual Escape

An absolute must for all computer users! Incredible animation will take you into a relaxing virtual world! Select your own virtual animation and music to help escape everyday stress & worries (music selection includes "Barcelona Nights" by Outmar Liebert which has sold over 500,000 copies). This CD also includes "Super Natural" 3D photographs which you can view with newly developed 3D glasses enclosed! Also the latest in fractal animation and a live video personal trainer to guide you through specific exercises designed to tone your body to fight everyday stress.

**\$49.95**



## G.O.R.G.

Experience the adventure of a lifetime and venture into the dark threatening planets of the G.O.R.G. galaxy. These games specifically designed for CD-ROM will keep you playing for hours. Includes an extensive collection of sound effects, animation, incredible graphics and over 35 planets to explore.

**\$49.95**

**ATTENTION DEALERS!**

Get into the Microforum Multimedia Program! With over 20 fabulous titles to choose from, these will prove to be hot new items among your customers.



**ATTENTION PROGRAMMERS**

DO YOU HAVE A SOFTWARE PROGRAM SUITABLE FOR CD-ROM? MICROFORUM IS LOOKING TO ADD TO ITS INTERNATIONALLY DISTRIBUTED CD-ROM COLLECTION. FOR MORE INFO, PLEASE CALL (416)656-6406

**NEW!**

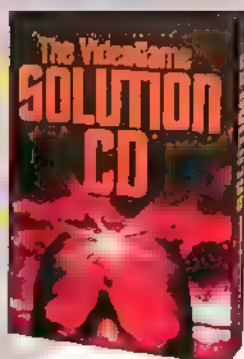


## The Ultimate Trivia CD

Take the Ultimate Trivia Challenge and test your knowledge. The Ultimate Trivia is the most advanced, challenging and exciting trivia game you'll ever play. This advanced multimedia trivia game includes live video questions, incredible sound effects, breath-taking photography and hundreds of Trivia Questions!

**\$49.95**

**NEW!**



## The VideoGame Solution CD

This CD-ROM includes easy to follow instructions to use hints and tips on how to solve the most popular games on the market! Also included are special editors which allows a player to have an unlimited number of lives and makes each game more exciting.

**\$39.95**

**NEW!**



## SUPER ARCADE GAMES

The ultimate CD for video games. Hundreds of the very best arcade style games with incredible graphics, super sound effects and fast action! All games are easy to install and are carefully selected in this limited collector's CD-ROM edition! Most games can be run directly from the CD!

**\$29.95**

**FOR A COMPLETE CATALOGUE PLEASE CALL (416)656-6406**

**Microforum**

1 Woodbine Ave. Toronto, Canada, Tel: (416)656-6406 Fax: (416)656-6306  
SOLD AT BETTER COMPUTER STORES EVERYWHERE!  
TO ORDER DIRECT CALL TOLL FREE 1-800-465-2323



# Mongols In Steppe

*GENGHIS KHAN II Conquers*

*The Plains of Asia And A Wargamer's Hard Drive*

by Terry Lee Coleman

**W**HEN CONSIDERING THE GREAT CAPTAINS OF HISTORY, GENGHIS KHAN WAS TO THE ORIENT WHAT Napoleon or Alexander the Great was to the Western World. A reflection of the harsh conditions which molded his nomadic people, he used his fierce charisma and military talents to make the Mongol horde synonymous with irresistible force. Fearless, determined and innovative, he brought empires to their knees with bold tactics and new weaponry. His dreams of world empire were too much for one man to achieve, and he never lived to see his descendants rule over lands from Korea to eastern Europe. *GENGHIS KHAN II* (GK2) from Koei allows you to attempt to succeed where even the great Khan himself failed.

At first glance, GK2 looks like "Risk Goes Eurasia," complete with map divided into colored regions. Still, the graphics show the great strides that Koei has made in the past year, and compare favorably to other strategic wargames. What most gamers will enjoy is the simple interface, which allows you to jump right into the action. Basically, you pick one of three scenarios, trying to either Unite Mongolia, achieve Genghis Khan's Great Ambition of conquering all Asia, or effect the Birth of the Yuan Dynasty, where Kublai Khan

leads the Mongols from Korea to the gates of Western Europe. A fourth World Conquest scenario is included for those generals who can successfully complete the Conquest of Mongolia.

For those who would rather try and best Genghis at his own game, each scenario has a variety of leaders from which to choose. Twenty-one historical personalities are rated in politics, war, leadership and charm, from A (world-class) to E (incredibly inept). As one might expect, Genghis only earns a C in politics (being an uncompromising negotiator), but his report card is impeccable in all other subjects. For a real challenge, you can take the field as John 1 of England, whose average grades would put him on academic probation at any respectable war college.

Each turn, leaders expend body points to perform actions, the idea being that even the best of rulers can accomplish only so much in a given season. For instance, Genghis has 15 body points each turn, so he could recruit troops (4 points), train them (5), and go to war (6, for a total of 15). Most leaders must spend more on each action, or have less body points, so that the design realistically reflects Genghis' superior empire-building skills.

The player's decisions are hardly limited to the military sphere, with economics

taking on major importance. Trade occurs when a merchant visits one of your territories, and is one of the easiest ways to build your empire. Some merchants travel from as far away as Venice, and offer many opportunities to sell silks or porcelain at great profit. Arms can be purchased to strengthen your military forces, or you may simply want to buy and sell various goods in an attempt to corner the market. Still, merchants tend to hit the wealthier states more often, so a ruler who lingers in Lower Mongolia is likely to find himself stuck there with a penniless purse.

Inexorably linked to your fortune is the happiness of the populace, expressed as a support rating. To keep the natives from rebelling, you must allocate the labor so that enough food is produced through herding and harvesting. Construction is a must to improve the economy, provide shelter from disasters, and defend against ill-tempered neighbors. Taxes are a last resort, as they drive support down, while a few gifts of food or furs go a long way toward ensuring loyalty. While not exactly "Merchant Prince Khan," the economic module provides plenty to juggle, as there are never enough body points or gold pieces to cover every eventuality.

As if a ruler didn't have enough headaches, conquered lands must have governors appointed from a pool of generals. Problem is, a general loyal in war may soon fall prey to ambition as the glory and grandeur of governing puffs up his pride. Even if loyalty is not in question, great warriors do not always make good bureaucrats. Thus, the game system allows you to appoint an advisor to address the balance, but with the trade-off of lost time and body points.

Diplomatic options allow you to extort



## GENGHIS KHAN II: CLAN OF THE GRAY WOLF

Price: \$59.95  
System: IBM  
Requirements:  
386 or better,  
VGA graphics,  
mouse,  
supports  
Sound Blaster  
and AdLib  
sound cards  
# of Players:  
1-4 (same  
computer)  
Protection: None  
Publisher: Koei Corporation  
Burlingame, CA  
(415) 348 0500





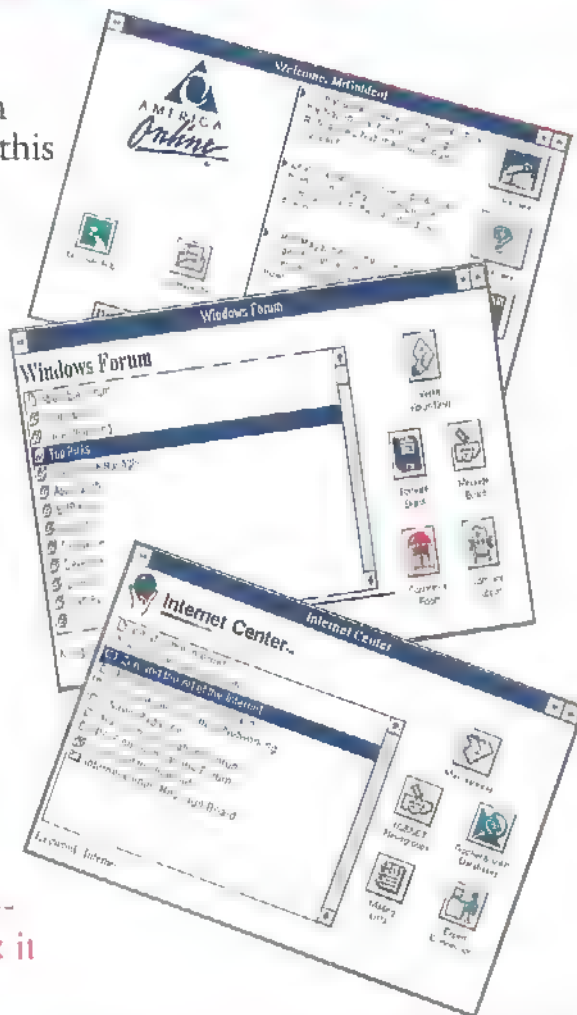
# Own a Modem?

Try America Online **FREE**



If you own a computer and a modem, we invite you to take this opportunity to try the nation's most exciting online service, America Online® — FREE.

- ▲ Build a software library by downloading selected files from a library of thousands — productivity software, games, and more!
- ▲ Get computing support from industry experts at online conferences and through easy-to-use message boards.
- ▲ Tap into expert advice on running a small business in the exclusive Microsoft® Small Business Center.
- ▲ And much more! Order now and you'll receive FREE software and a FREE trial membership to try America Online.



Join us in this exciting opportunity--  
complete and mail the form below or fax it  
to 1-800-827-4595.

**Detach &  
Mail Today!**

Must respond by  
**8/31/94**

**Yes! I'd like to try America Online — FREE.**

Send me the free software and trial membership. I understand there's no risk — if I'm not completely satisfied, I may cancel without further obligation.



NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_  
STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
HOME PHONE \_\_\_\_\_

SELECT DISK TYPE AND SIZE —

Windows\*: ☐ 5.25 ☐ 3.5  
DOS: ☐ 5.25 ☐ 3.5 ☐ High Density ☐ Low Density  
Apple\*: ☐ Macintosh<sup>1</sup>

\*To use America Online for Windows, you must have a 386 PC or higher, 4MB of RAM, a VGA monitor, a mouse, a modem, and a working copy of Windows 3.1.

1. Using America Online requires a major credit card or checking account. One free trial per household. America Online is a registered service mark of America Online, Inc. Other names are service marks or trademarks of their respective owners.

0488-03A



# ATTENTION MODEM OWNERS!

RESPOND BY 8/31/94!

- ▶ Stock Quotes and Portfolio Management
- ▶ More than 80,000 Software Files and Programs
- ▶ Fast, Easy Multi-File Downloading
- ▶ Searchable Online Encyclopedia
- ▶ International E-Mail Gateway, Fax and U.S. Mail Capabilities
- ▶ Multi Player Graphic Games
- ▶ Microsoft® Small Business Center
- ▶ Access to Computer Industry Experts
- ▶ Special Interest Groups and Clubs
- ▶ Graphic Windowing Interface
- ▶ Homework Help and Tutoring Sessions

*See other side for details about your  
FREE trial of America Online!*



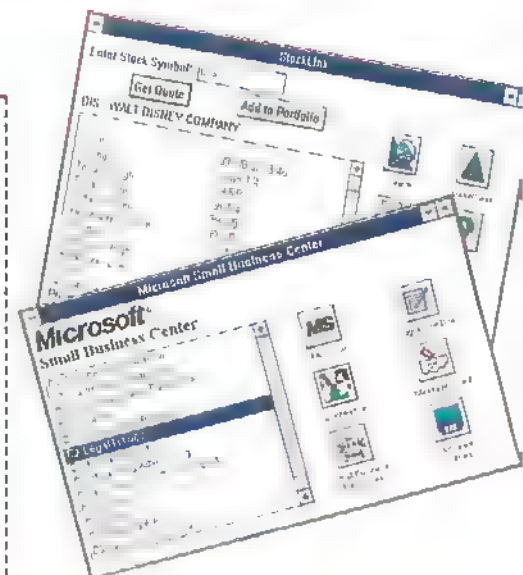
**BUSINESS REPLY MAIL**  
FIRST CLASS MAIL PERMIT NO 9096 VIENNA, VA

POSTAGE WILL BE PAID BY ADDRESSEE

AMERICA  
*Online*

8619 Westwood Center Drive  
Vienna, VA 22182-9806

NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES







**LET'S MAKE A DEAL** Manipulate merchants to develop your burgeoning economy—and pay for more Mongol hordes.

tribute from weak neighbors or bully them into submission if your reputation and timing allow. Alliances offer the opportunity to secure your flanks for up to eight years, assuming enough time and effort are invested, as neither allied party may attack the other for the period of the agreement. Unrealistic? Perhaps, but perfectly in keeping with the Mongol tradition of honor. Besides, it adds a degree of depth to the game, and by itself justifies the diplomatic rules.

In his spare time(!), a ruler must spend a few hours with his wife in order to produce heirs. Heirs are crucial, as they allow a player's dynasty to continue should he die. Also, a male child aged 10 or older may become a general or governor, while a female of the same age may be married to a general, assuring the son-in-law's loyalty forever.

#### TO YOUR SCATTERED BODIES GO

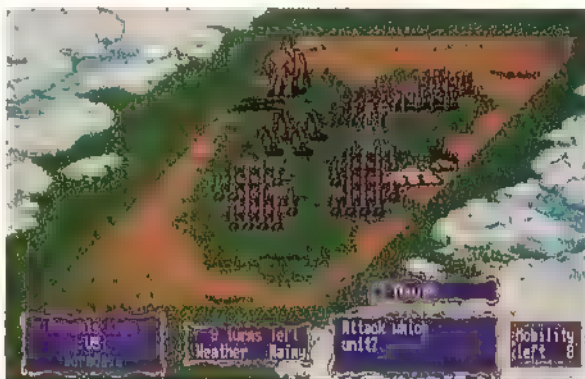
If this were all CK2 accomplished, it would be a good game. That the strategic aspects of the game are combined with a fun tactical system for resolving battles is a treat for the wargamer. Each province has native forces indigenous to that region for levying purposes, such as Nomads and Mongols in Mongolia, Knights in most areas of Europe, Samurai in Japan, and so on, comprising 16 different types of units in all. All units are rated for Close Combat, ability to Charge, and Defense, with ranged units also rated for their ability to fight from a distance.

When a war is declared, the forces are organized into legions of one to four units each, with no more than five legions (20

units max) being able to invade an enemy province. All units must be maintained, at a cost of 10 gold per turn, but the invader must also allocate at least 50 gold minimum per unit to entice the forces to leave their homeland. Food must be stockpiled or the units will suffer casualties more easily. While the problems faced by would-be Khans are quite historical, the surprise is that the game system presents logistics, training, arms and the

like so elegantly that this part of the game is fun rather than frustrating.

Once the invasion begins, the defender and the attacker place forces on an opera-



**NOWHERE TO HIDE** Caught in the open, Doradosa's heavy infantry must wade through a rain of fire to reach the Mongol forces.

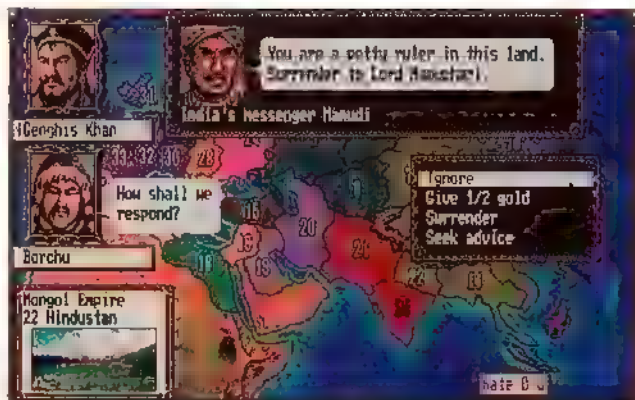
tional map, similar to those found in Koei's ROMANCE OF THE THREE KINGDOMS 3. The avenues of approach differ with each combat, because each of these maps corresponds exactly to the strategic relationship between the two provinces on the strategic map! Thus, an invasion of Japan must land amphibiously, attackers from southeast Asia to India must come from the east, and so on, with hundreds of combinations possible. Complicating the invader's task are natural defenses of hills, streams, forests—some eight terrain types in all—to slow his advance and create rallying points for the defense.

Getting around on the operational map is a matter of issuing commands to your legions, with each

leader having one to three commands per day-turn, again depending on his war rating. Subordinate generals will perform independently, but are subject to brilliance or disaster, as their individual ratings and random factors go. In addition to maneuvering troops, you may attempt to bribe enemy legions, set ambushes, "blitz" for an all-out assault, or gather information on the disposition of the forces arrayed against you.

Battle ensues, legion on single legion, as combat moves to the tactical board. While having a miniatures feel, CK2's tactical system differs from more recent games like KINGMAKER by mixing abstractions and realism in uncommon ways. The "edge of the world" syndrome is reminiscent of a boardgame, but is less of a problem because there are only four units or less on each side in a given combat. Generally speaking, a full-strength unit is comprised of 200 soldiers, and takes up four "mini-spaces" on the tactical board. For instance, a Nomad unit would have four cavalry pieces making up the unit, which moves and fights together. As the unit takes losses, it loses one of its "horses." Tactically, this means that even depleted units may be used to advantage, as they fit into smaller spaces than their full-strength counterparts. The flip side is that units which survive with any fraction of their forces return to normal in the next seasonal strategic turn, so what forces to risk and when to risk them is a *big* decision during play.

Natural defenses such as trees block movement and help shield against missile fire, while constructed defenses are represented as moats and fortified walls. Each unit type has a mobility rating which it uses, in standard movement point fashion, to move through terrain. The game even allows for different movement rates based on weather patterns and time of year. As units close



**DEAD MAN'S HAND** When your ill-tempered neighbors try to bluff you, give them an attitude adjustment backed by cold steel.





**LIKE FATHER, LIKE SON** Joti, son of Genghis, leads the charge on the demoralized Indian army.

with the enemy, they may expend mobility to attack with ranged fire, or in close combat. Arms and training limit the number of times missile units may fire in a battle, so deciding when to loose that last volley of arrows makes for many tense moments. Deciding when to charge, withdraw, close with the enemy, or personally lead troops in battle, are only a few of the numerous decisions sure to make any armchair general happy for hours on end.

Units also have morale ratings and may

text upon the screen. Perhaps in GENGHIS KHAN CD...

The best thing about the tactical system is that the player learns some of the finer points of combined arms, as he must properly use a myriad of units in a variety of different tactical situations. As with the strategic game, there is no one sure path to victory, with the opportunity for every gamer to develop his own discernible style. The AI opponents, especially when set to hostile, will provide a strong challenge to any human general

become shaken, leaving them open to a charge from the enemy, complete with crashing sounds. The elephants are a delight, trampling and trumpeting, and Norman Knights crash with cacophony right out of a King Arthur film. The only improvement would be if the exhortations from the generals to "Move forward with strength. Crush the enemy," and the like were spoken rather than mere

on both the strategic and tactical levels. Ready to pounce at any sign of weakness, they are very good teachers, especially when you find yourself on the wrong side of an ambush. Best of all, the computer seems to play by the same rules as human participants, a rarity indeed.

Ultimately, GK2 is a classic computer wargame in the truest sense. Amazingly easy to learn and bug-free, it is difficult to master. Although the game system is strong, it also has a charm and elegance missing from many games these days. If the folks at Koei aren't directly descended from the Gray Wolf clan, you couldn't prove it by me. ☺

## GENGHIS KHAN II: CLAN OF THE GRAY WOLF

**RATING** ★ ★ ★ ★

**PROS** A very solid wargame with lots of panache. The scenarios and tough AI will keep gamers riding the Asian plains for many moons.

**CONS** The tactical battles are a bit too abstract for some tastes. The game cries out for modem play.

## Q.Q.P.'s Strategies of the Month

### The Grandest Fleet

Playing above difficulty levels 12-13 (of 21) can be tough, yet interesting. I (Bruce Williams) enjoy level 16. Sometimes at that level I can't buy a win and other times (with enough thinking) I can kick butt. When you first get Grandest Fleet, start at levels 1-5 until you get used to the mechanics of the game. In the short games forget super-ships. In the medium to long games, create the economy to build these super-ships. Almost inevitably, your opponent will be doing the same. A string of super battleships and/or super carriers, aiming down the channel at your basic conventional fleet, will make you want to melt in your shoes. My favorite ways of playing Grandest Fleet is in either the random map or the balanced historical maps. In the random you pretty much set your own balance by your choice of cities at the start. In the historical, the balance is set by playing both sides in tandem (ala Perfect General). In the shorter historical maps 10-12 turns, playing both games against the computer shouldn't take longer than 1.5 to 2 hours.

### Origamo

Look out for the Great Origamo Sweepstakes posted in this magazine! Prizes include cash, and games from the QQP library.

### Bridge Olympiad

The computer opponent is most challenging. If you are a novice, try switching around your opponents to get the mix that works well with your playing style. Also if you're having trouble winning don't be afraid to go back to the practice room for some very good tutorial advice. I think you'll play this game for the rest of your life. Our Solitaire's Journey has that same long lasting appeal.

### The Pure Wargame

A clean - thinking man's game. With this game you will embark on a Tour de Force of tactics and strategy.

Q.Q.P. 495 Highway 202, Flemington N.J. 08822 (908) 788-2799

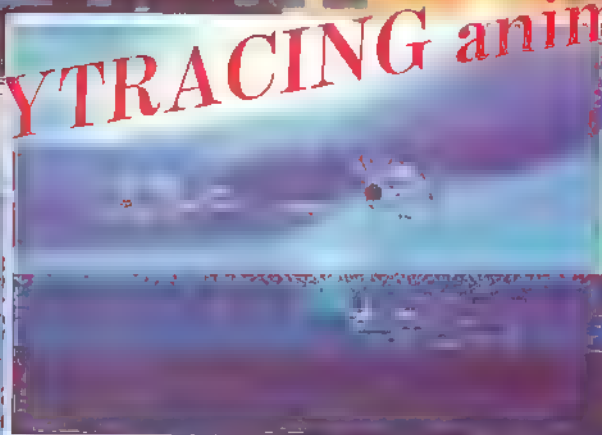


# Formation Attack™

**Now out on CD-ROM**

You are the Ace squadron leader. Your mission is to attack and destroy the battleship "MUSASHI" off the coast of Leyte, The Philippines, during WWII. Choose between the F6F Hellcat (fighter), the SB2C Helldiver (dive bomber) or the TBM Avenger (torpedo bomber).

Sensational RAYTRACING animation!



Actual screen photographs as they appear in the game

*Spunky Computers U.S.A.*

&



Distributed by Spunky Computers U.S.A., Inc.  
Circle Reader Service #197

Created by Bell, Inc.



# "What's Good for GM is Good for America"

*But is DETROIT Good for Impressions Software?*

by Alan Emrich with Petra Schlunk

**W**HEN POPULAR SINGING GROUPS IN DETROIT BEGAN TO BE KNOWN FOR A DISTINCTIVE sound, it was called Motown in honor of their city's moniker as the Motor City. When you talk about the automobile industry, you talk about Detroit. In spite of the fact that both domestic and international auto makers have assembly lines all over the continental U.S., we tend to think of Detroit as a synonym for the auto industry. Now, Impressions Software has provided a simulation that lets you attempt to become the next Ford, Buick, Olds, Shelby or Tucker. DETROIT allows you to build an automotive manufacturing empire.

DETROIT is a natural sequel to Impressions' previous business simulation, AIRBLACKS. Like its predecessor, it is a game for spreadsheet warriors only. Unlike MicroProse's RAILROAD TYCOON in which trains have to run on schedule, there is no real time pressure in this game, nor are there pretty graphics of a growing business empire. DETROIT is purely a game of resource allocation in which you respond to a mysterious "market" using the limited information provided by profit/loss statements, graphs and other data. This is a game for people who enjoy playing by, and with, the numbers.

## ROLL OUT THE CHASSIS

The game begins in January 1908 with each player starting a competing car company. DETROIT is always a four-sided contest, with one player against three computer controlled companies, multiple human players sharing a computer or, if they have the game's patch, by modem.

Each turn represents one month and the game is 100 years long. That's 1200 turns of mathematical assembly line aerobics!

As the game begins, there are few viable markets among the world's "territories." The Northeastern U.S. is clearly the place to start your company, with all of the U.S., Northern Europe and Canada ready

erally, this means hiring workers so that each of the assembly lines (there are six per factory) has an optimal number of workers building successful models. Since starting salaries and benefits are randomly generated at the beginning of each game, it is critical to adjust these numbers so that researchers and assembly line workers are making a decent wage (i.e., one that creates a few new prospective hires in the employment pool each turn) while your company is making a healthy profit.

Henry Ford once said, "People can have our cars in any color they want, as long as it's black." But once your company is running in the black, your cars no longer have to. At that point, you can create your own designs of various model cars, painting them in any color you want. Through a scrolling variety of fronts, middles and rears, various car sections can be combined to make sports cars, sedans, luxury models, trucks and a variety of other car types. The body design, choosing from a variety of painstakingly researched features such as engine types, braking systems, and luxury options, is the next order of car design. While each feature adds to the quality and value of a particular car make, it also increases the cost to produce it. With a design completed, the prototype can be taken to a test track for evaluation to help you determine the car's potential success in the marketplace.

As the game progresses, you merely try to keep up with events and stay profitable. New technologies are discovered, new cars get designed, new markets open up...the world changes, and you must tweak the numbers to change with it. Obsolete car models will not sell, so you



Ford Motor Company archive photo

## Detroit

Price: \$69.96

System: 286 or better (386+ recommended), VGA graphics, 6.5MB hard drive space, mouse;

supports AdLib (+Gold), Sound Blaster (+Pro) and Roland sound cards.

# of Players: 1 to 4 (including modem play with patch)

Designer: David Lester

Publisher: Impressions Software  
Cambridge, MA  
(203) 675-9002



to consume these newfangled contraptions at the game's outset. The demand for automobiles in other territories around the world is generated on a predetermined schedule, which you must discover by trial and error. To start selling cars, you must "open" a territory, which involves building at least one sales office there, supported by a bit of advertising that can include a monthly dollop of dollars for billboards, print media and sponsored sports events.

Since each player begins with a single, viable family sedan car design, the next step is to set up a profitable business. Gen-



must keep up with the competition by spending money on research and upgrading or redesigning cars when new technology is discovered. When demand increases, you put more workers on each assembly line or open up a new factory to pick up the slack. When new territories open up, you must plant your corporate flag in the sand with a new sales office and marketing campaign. When war looms, global demand for cars will fall, so you get to be the cruel, tightfisted controller and lay off dozens of workers and charge outrageous prices for cars in order to keep your company viable.

### SHOWROOM BEAUTY

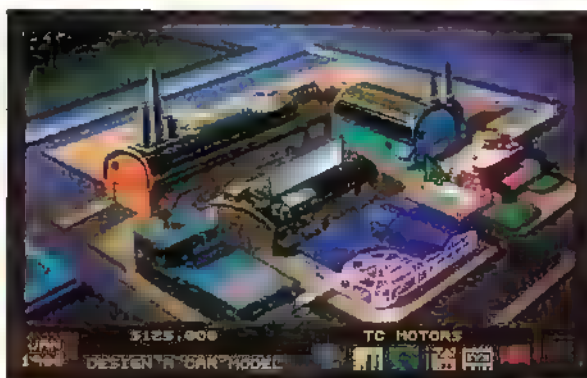
Among DETROIT's better features are its fairly intuitive interface, good tutorial, and the ability to print out the myriad of reports available each turn (for those who want to archive their titanic business struggles). Additionally, a booklet included with the game entitled "The Open Road: A History of the Popular Car" by Jennifer Hawthorne was a particularly good read, adding considerable atmosphere to one's situation in the game.

Impressions was also wise to include a "Cheat Card" to help players focus in on initially optimal adjustment numbers, thus preventing new players from getting too frustrated at having to replay the beginning of the game repeatedly until discovering values that work. Finally, although we are not enamored with the blocky, low-resolution look of DETROIT, Impressions certainly has done a commendable job of making this game look good—adding some animation here, painting nice backgrounds there.

### I'VE SEEN THIS WORLD BEFORE

While an interesting concept and an initially absorbing game for number crunchers at heart, DETROIT has a fatal flaw. It is a puzzle game rather than a true strategy game. What we mean is that much of the world is "fixed" in every game, and thus predictable. The markets open up at the same time, with virtually identical demand, in every game. The demand for sedans will always be high at the beginning of the game as a fixed percentage of overall car demand (75% initially, with a 10% demand each for sports and luxury cars, with the remaining bit primarily for trucks—there's an early game hint for

you!). We've seen the game's car demand spreadsheet that shows more of this predictable pattern, putting the game squarely into the nature of a puzzle to be solved.



**THE POINT & CLICK MANAGER** Use the intuitive interface to get around quickly in your automotive factory complex.

Replayability in a strategy game is strongly dependent on randomness, making the discovery of demand and markets an important element in each game, rather than a rote task acquired from experience and memorization.



**DREAM CAR** Paint your car any color from cobalt blue to tantalizing teal, but make sure you stay in profitable black.

Another irksome feature is the limited impact of marketing on the preset demand values. No matter how many showrooms you open, how much you advertise, or how cheap your cars are (yes, we have tried selling the \$1 car), prior to the fixed game turn that a market opens, no one will buy a single car. C'mon! While the game simulates marketing as a struggle for claiming more of the existing market share, it does nothing to simulate using marketing to increase the overall demand for a product.

And what of troubled times? Demand for family cars, naturally, plummets during both The Great War and The Big One (World Wars I and II). Still, didn't Detroit produce military vehicles? While a whole module could have been included for de-

signing and improving tanks, half tracks, jeeps, etc., to have massive layoffs and cutbacks on consumer car production as the only impacts on the automobile industry during the wars just doesn't feel right. This one-sided gimmick would only make a corporate president say, "Hey, where's my government contracts?"

Besides an unrealistic simulation of the impact of war on the automobile industry, other interesting events that affected this business were neglected. For example, it might have been nice to include scenarios exploring the economic situations of the Post War Boom of the '50s and the Energy Crisis of the '70s—anything to cut down on those 1200 turns would be welcome.

Finally, there are no AI differences between the various game difficulty levels. In fact, the only difference is the amount of money a player starts with—a non-issue once you learn how to fiddle the starting numbers so that your company is producing a profit right from the start.

### CHASSIS TEST

The initially released version of DETROIT had a lot of bugs, but the patch file has gone a long way toward addressing these, and we found no problems after installing the file. Our criticisms remain focused on the game's lack of variation. A good strategy game is played over and over so that you can experiment to find different paths to success. DETROIT, once "cracked," offers little to inspire another go. Sadly, unless Impressions follows up this release with an interesting series of scenario disks that would offer new eras and new demand algorithms, DETROIT is a game to take for a spin around the block and park in the garage. ☹

### DETROIT

**RATING** ★★

**PROS** Another original and potentially fascinating concept from Impressions. There's a great tutorial, clean interface, and lots of reports that can be sent to your printer.

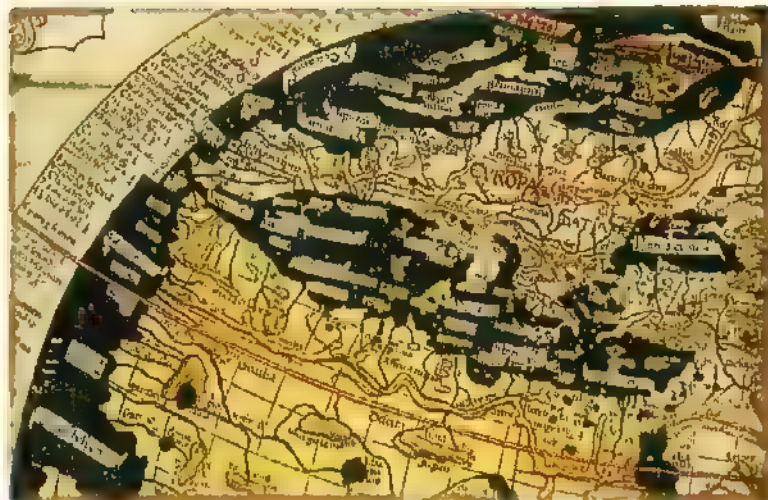
**CONS** The implementation doesn't match the concept. There's no variability in the game, so once a few key variables are figured out, it's trivially easy to win.



# The Reign Of Same...

...Lies Mainly In *ULTIMATE DOMAIN*

by Tim Carter



**T**O HEAR SOFTWARE TOOLWORKS TELL IT, *ULTIMATE DOMAIN* IS EVERY GAME TO EVERY PLAYER. THE PACKAGING claims that this "ultimate" experience combines "sophisticated simulation, role playing adventure and warmongering fun," all under one gaming roof. Need it be said that the product inside the box fails to match the lofty claims of the packaging?

A more critical take on *ULTIMATE DOMAIN* reveals a lackluster strategy game with very little of what most gamers refer to as adventure, role playing, or simulation elements. Even the advertised *fun* is difficult to find. What one does find after a few minutes of play is that this game seems to be a marketing-inspired attempt to distill the vital essences of two successful strategy games, *POPULOUS* and *CIVILIZATION*, and combine them into one potent gaming brew. Unfortunately, it seems the designers failed to recognize that quality is not simply a matter of using the best ingredients, but in the careful blending of those ingredients.

## STRAT O' GEMS

The object of the game is to retrieve seven jewels scattered randomly across one of five possible maps. A map is seen from the top-down, angled view reminiscent of *POPULOUS*, although with much better graphics and detail. In order to support the search for the jewels, as well as protect the jewels once they have been

found, you must build and maintain a medieval empire. The infrastructure of this empire consists of buildings and people, which are dynamically displayed on the map. Individual characters move about at their assigned tasks, while new buildings are raised, forests are hacked down for lumber, and the seasons pass with the appropriate transformation of the landscape.

Members of the populace are employed in a number of different trades, from farmers through architects, inventors, woodcutters and a variety of soldier types. Empire building involves generating enough people and resources to fully exploit your initial plot of acreage, and then sending out soldiers to at-

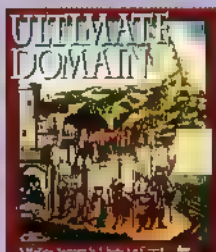
tack the enemy. Otherwise-friendly architects have a nasty habit of constructing houses in the path of uncompleted roads, defensive walls or other important projects. Combine these inefficient city layouts with the fact that military and civilian units cannot move through a space that contains a building, and you've got considerable defensive and economic liabilities, along with hair-pulling frustration.

What's worse, because the view of the playing area is at an angle, units can disappear behind buildings or trees. With no overhead view, it is often very difficult to move a military force through a densely developed or forested area. On more than one occasion I deliberately deforested my empire—despite the economic consequences—so that I could simply see where my army was going.

As a strategic exercise, the game flops, largely due to a lack of strategic decisions during play. After growing as fast as possible (tedious enough in itself), you send out as many troops as you can spare in the hopes of capturing enough jewels to win. Better technology will aid all aspects of ex-

## ULTIMATE DOMAIN

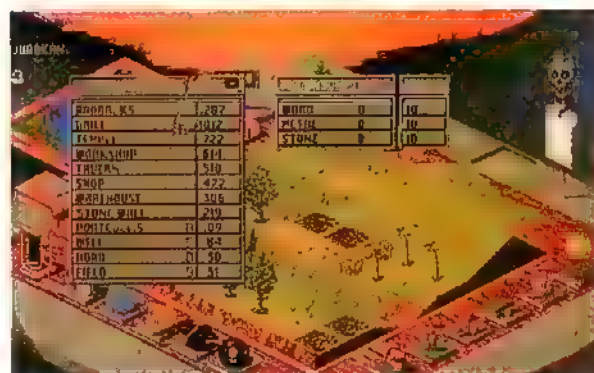
**Price:**  
\$59.95  
**System:** IBM  
**Requirements:**  
386-25MHz or better, 2MB RAM, VGA graphics, 5MB hard drive space, mouse; supports Sound Blaster sound card  
**Protection:** None  
**# of Players:** 1-3  
**Developer:** Microids  
**Publisher:** Software Toolworks  
Novato, CA  
(415) 883-3000



tack the enemy.

## DEVIL IN THE DETAILS

As you delve into the finer points of the game, you may find several areas where awkward game mechanics can lead to tedious play. For instance, architects who are not specifically assigned to construct a particular building will build houses for other members of your empire. This is fine, except that you are totally at the mercy of the whims of your architects



**USED PORTCULLIS FOR SALE** You can build a variety of medieval structures to fill up your large tracts of land.



# PICK-UP THE PHONE



# AND PICK TWO GAMES FREE!

## 1-800-795-5979



# Choose Any Two Sierra Games FREE When You Switch to Sprint!\*

Sprint® long-distance service just became more valuable - up to \$159.90\*\* more! Now, when you switch your home long-distance service to Sprint, you can select any Sierra game, free! After enjoying six months of high-quality long-distance, you may qualify for a second free Sierra game.\*\*\*

Only Sprint can offer you a nationwide 100% digital, fiber optic network that provides the long-distance quality and reliability you need. Experience for yourself Sprint's "fiber-optic" clarity that makes both your long-distance calls and PC data transmissions crystal clear and virtually error free.

Unsurpassed call and data clarity is just one of the many benefits you will enjoy as a Sprint customer.

### The Most® A Unique Calling Plan

Sprint offers an unprecedented long-distance calling plan called The Most available now for all customers. The Most will save Sprint Customers 20 percent off already low rates on calls each month to whom ever you talk to

the most, including international calls—even if the called person is with a competitive long-distance carrier.

The Most will also provide an automatic 20 percent discount off all calls to Sprint's millions of dial 1 customers, anytime and anywhere.

When the person you talk to the most in a given month is a Sprint Customer, Sprint will combine both discounts for an effective overall savings of 36 percent on calls to that number.\*\*\*\*

### Save on Long-Distance When You're away from home too!

Sprint's FONCARD™ lets you continue to take advantage of long-distance calling and savings even when you're away from home. The FONCARD is free with cards available for every member of your family.

### The Service You Deserve

At Sprint, we make no compromises when it comes to dependable, personal service—we do it all—operator service,

directory assistance, customer service, even instant credit for wrong numbers. And we do it 24 hours a day!

### No Risk Guarantee

Your satisfaction is guaranteed: we'll pick up the cost of switching your long distance to Sprint, and will even pay to switch you back if you are not completely satisfied. (Some restrictions apply.)

So why not sign up for Sprint and receive the clarity, savings and service you want while getting two Sierra games you enjoy?



**Sprint.**



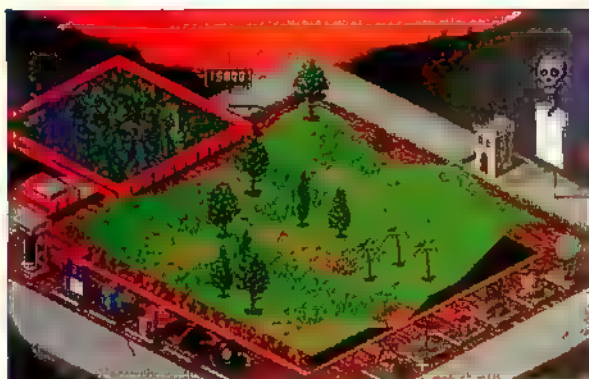
**SIERRA**

Offer valid only in the U.S. and for new Sprint customers. Not valid for FONCARD-only orders. One offer per household. Certain restrictions apply.

Retail value of Sierra Games. Offer valid on any current Sierra product with a retail value of \$79.95 or below. To qualify for a second game, the customer must bill \$20 per month in 3 of the first 6 months.

THE MOST discounts apply to In-state/intraLATA calls only where authorized.





**FAUX POPULOUS** Veterans of Bullfrog's Populous will find the environs of **ULTIMATE DOMAIN** to be very familiar.

ploration and conquest, but since there is no general description of the effects of each technological advance, long-range planning in technological development is difficult.

ULTIMATE DOMAIN also suffers from the "feast or famine" problem prevalent in many strategy games. Often, you have too little of a particular commodity, or far too much. In more carefully designed games, the overflow of goods occurs late in the game, at which point the resources are applied towards winning. In ULTIMATE DOMAIN, some resources are so easy to get

that a considerable amount of time could be spent simply building storage facilities for the excess. Once a store is constructed, it is possible to sell stored raw materials as well as processed goods, provided that you've built wagons to transport the goods from the warehouse to the store. As any halfway intelligent planner will locate their store next to their warehouses, it is all too easy to turn excess materials into cash. This removes the need for taxation, making the control of your population quite easy.

#### MEDIEVAL MUDDLE

ULTIMATE DOMAIN seems to suffer severely from a muddled design and a lack of play balance. The designers appear to have gathered all of the successful elements from past games (quests, empires, city planning, balancing economic growth with military campaigns, technological development) and shoveled them into this title without consideration for how the elements interact to make a whole. The

situation is akin to an unoriginal composer who, in the attempt to create the "ultimate" piece of music, takes the themes of the greatest classical music pieces, alters them enough to avoid claims of plagiarism, and strings them together into a single piece, without thought of pacing, contrast, or internal consistency. In ULTIMATE DOMAIN the result of this misdirected design is that the game is totally lacking in the qualities of the games it tries to emulate: there is no thrill of growth or discovery as in CIVILIZATION, and the scenarios do not crescendo to a thrilling climax as in POPULOUS. Indeed, the structure of the design is so poorly engineered that it is quite possible to win this game without ever expanding out on the starting position. If that doesn't sound a death knell for a game of empire building, I don't know what does. ☹

#### ULTIMATE DOMAIN

**RATING** ★

**PROS** Familiar game elements.

**CONS** A clumsy, wholly uninspired imitation of previous strategy game successes.

### DSP Dual 16 Multimedia

• Western Digital FastTrack 16 DSP Sound Card (w/variable speaker)  
• Sony CDD-33A Dual-SCSI Drive  
• Shielded Speakers  
• Microphone  
• Biograph Joystick  
• 4 CD-ROMs  
• ChessMaster 3000  
• US Atlas  
• World Atlas  
• Mavis Beacon Teaches Typing

**\$298**

### Flight Yoke 2000

**FREE:**  
Ace of the Pacific Software

Features:  
• Functions like 2 separate joysticks  
• Full horizontal-vertical control  
• Includes sturdy desktop clamp and suction cups

**\$68**

### Turbocharge CD Rom Now!

• Sony CDU-33A Double Speed CD-ROM Drive  
• SoundBlaster 16 MCD  
• Shielded Speakers

**\$298**

### CD ROM Drives

Chicon CD-535 Int SCSI II	\$308.50
Chicon CD-535 Ext SCSI II	\$398.50
Mitsumi FX-401D	\$55.50
NEC CD-530 SCSI II	\$175.50
NEC CDR-5.0 3xSpeed SCSI II	\$388.50
Parasonic 562/563	\$58.50
Plexor (Text) 2028 Int SCSI II	\$272.50
Plexor (Text) DM 5028 Ext	\$378.50
Sony CDU-33A	\$155.50
Toshiba 4101B Int SCSI II	\$202.50
Toshiba 3401B Int SCSI II	\$308.50

### Sound Cards

Cardinal DSP 16	\$28.50
SoundBlaster 16 MCD	Call
Advance Gravis UltraSound	\$128.50
Turbo Beach Monterey	\$398.50
Orchid Sound Wave 32	\$187.50
Prometheus ARIA 16SE	\$158.50

### Children's Pack \$86

1. Arthur's Teacher Trouble
2. CD Duo (Mavis's Missing, World Atlas)
3. Just Grandma & Me
4. Macmillan Dictionary for Children
5. Gus Goes to Cybertown

### Education Pack I \$79

1. Grolier's Encyclopedia V.6 0
2. The Animals (V.84)
3. Mayo Clinic-Family Health
4. Mavis Beacon Teaches Typing
5. ChessMaster 3000
6. US Atlas
7. World Atlas

### Fun Pack \$83

1. 7th Quest
2. Dracula Unleashed
3. Return to Zork
4. Space Quest IV

### Super Fun Pack \$89

1. Indiana Jones: Fate of Atlantis
2. C.H.A.O.S. Continuum
3. Days of Tentacle
4. Mad Dog McCree

### Super Duper Fun Pack \$99

1. Gabriella's Knight
2. F-15 Strike Eagle
3. Iron Helix
4. Myst

### Top 30 CD Titles

7th Quest	\$55.50
Animal San Diego Zoo	\$24.50
C.H.A.O.S. Continuum	\$30.50
Compton's Interactive Encyclopedia V.2.01	\$15.50
Crital Path	\$30.50
Days of Tentacle: Mantle Mansion	\$38.50
Dracula Unleashed	\$37.50
F-15 Strike Eagle III	\$25.50
Gabriella's Knight	\$35.50
Grolier's Encyclopedia V.6.0	\$25.50
Guidesbooks to Almathematics	\$22.50
Indiana Jones: Fate of Atlantis	\$38.50
Iron Helix	\$25.50
Just Grandma & Me	\$20.50
Jurassic	\$30.50
Mad Dog McCree	\$33.50
Master of Orion	Call
MicroSoft Encarta 94	\$65.50
MicroSoft Bookshelf 94	\$38.50
MicroSoft Director 94	\$38.50
Myst	\$45.49
Nikita	\$25.50
Prehistoria	\$28.50
Rebel Assault	\$43.40
Return to Zork	\$27.40
Space Adventure: Dinosaur Adventure	\$28.50
Where in the World is Carmen San Diego	\$4.50

### State of the Art Sight & Sound

**1-800-882-8108**  
4670 Hill Street, Ontario, California 91764  
Purchasing Dept (909) 462-2587 • Fax (909) 462-2589

**30 DAY LOWEST PRICE GUARANTEE**

## THE ULTIMATE ROLE-PLAYING AID

Introducing The Ultimate Character Editor. This exciting new product features full mouse and keyboard support, online context sensitive help and a complete windowing system (does not require MS Windows to run). This editor allows you to edit the 42 games listed below in boldface type. The price for this editor is \$59.95. That's under \$1.50 per editor. Upgrades will be available for new games as they are released for only \$9.95 per game.

**CHARACTER EDITORS - \$19.95 each**

**Might and Magic (1, 2, 3, 4, 5), Pool of Radiance, Hard Nova, Bard's Tale (1, 2 or 3), Wasteland, Dragon Wars, Space Rogue, Wizardry (Edits 1-3), Wizardry 4, Wizardry 5, Bane of Cosmic Forge, Crusaders of the Dark Savant, Treasures of the Savage Frontier, Sentinel Words I, Knights of Legend, Secret of the Silver Blades, Curse of the Azure Bonds, Champions of Krynn, Space 1889, Drakkhen, Keys to Maramon, MegaTraveller (1 or 2), Keef the Thief, Escape from Hell, Ultima Underworld (1 or 2), Twilight 2000, Gateway to the Savage Frontier, Planet's Edge, Dark Queen of Krynn, Prophecy of the Shadow, Dark Sun, Martian Dreams, Realms of Arkania, Challenge of the 5 Realms, Bloodstone, Betrayal at Krondor, Lands of Lore, Dungeon Hack, Disciples of Steel.**

**HINT BOOKS - \$9.95 each except where noted**

**Might and Magic 1, Knights of Legend, Curse of the Azure Bonds, Champions of Krynn, Legacy of Ancients, Dark Heart of Uukrul, Wizardry (1, 2, 3, 4, 5, Bane or Crusaders (\$12.95)), Eye of the Beholder 2, Might and Magic 3 (\$12.95).**

IBM listed, Apple and C64 versions also available.

Please add \$4.00 for shipping and handling.

Open from 9 AM - 9 PM every day for your convenience.

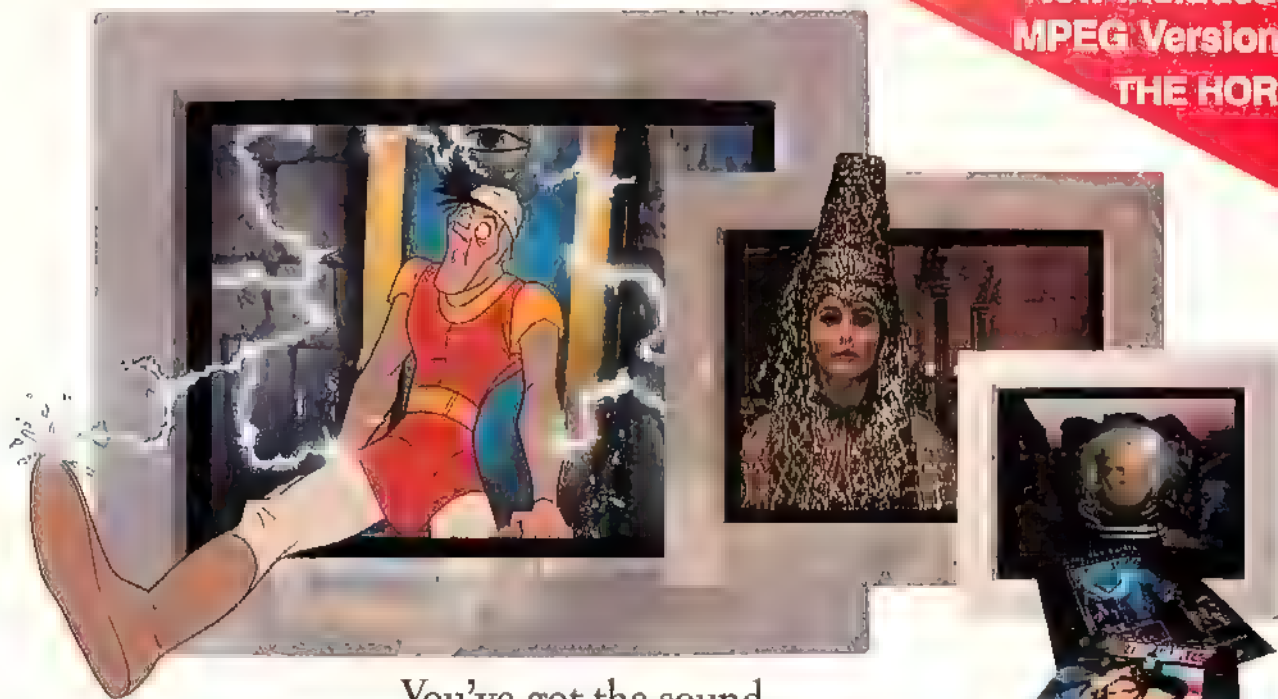


**GOSSELIN COMPUTER CONSULTANTS**

**P.O. Box 1083 • Brighton, MI 48116 • (313) 229-2453**



Now Includes an  
MPEG Version of  
THE HORDE



# You've got the sound. You've got the CD-ROM. Now get the picture with ReelMagic Lite!

You've got the 16-bit sound card and CD-ROM drive—now all you need is ReelMagic Lite to join the MPEG revolution! ReelMagic Lite is

**ReelMagic Lite**



the world's first MPEG video playback card. It will change the way you look at multimedia forever, at a price you can afford today.

The MPEG process delivers 200:1 monster data compression for full-screen, full-motion TV-quality video, along with CD-quality audio playback—

	39 fps MPEG video playback	CD-quality MPEG audio	Ad Lib. DOS game-compatible*	Dual Speed CD Drive	Stereo Speakers
ReelMagic Lite	✓	✓	✓	✓	✓
ReelMagic	✓	✓	✓	✓	✓
ReelMagic Multimedia	✓	✓	✓	✓	✓

\*Plays popular Sound Blaster™ compatible games.

all from your standard CD-ROM drive. That's what gives your interactive MPEG entertainment "walk-in" realism and puts your favorite movies on CD-ROM.\*

**GET THE PICTURE WITH MPEG**

The MPEG experience sets the new industry standard in visual excitement—send *Top Gun* rocketing across your entire screen or watch the first lunar landing on *Compton's*® interactive encyclopedia! And many more next-generation ReelMagic MPEG interactive entertainment and movie titles are on the way. As an added bonus, when you get ReelMagic Lite you'll also receive the MPEG version of a thrill-packed, live-action adventure game FREE!

Call 1-800-845-8086 ext. 407 for your nearest ReelMagic dealer—and blaze into the future now with MPEG!

**SIGMA DESIGNS®**



These are just a few of the many exciting ReelMagic titles available now.

\*Call Sigma Designs to inquire about CD-ROM drives compatible with movies on CD. MPEG, the Motion Picture Experts Group, is the industry standard for data compression and decompression. ©1994 Sigma Designs, Inc. The Sigma Designs logo is a registered trademark, and ReelMagic is a trademark of Sigma Designs, Inc. All other brand and product names are property of their respective owners. Specifications subject to change without notice.

Circle Reader Service #128



# Setting Traps For Desert Rats

*Strategy and Tactics for Avalon Hill's  
OPERATION CRUSADER*

by Robert R. Mayer



**F**IELD MARSHAL ERWIN ROMMEL: DASHING AND DECISIVE, THE PERFECT EXPONENT OF THE *BLITZKRIEG* STYLE of warfare. General Bernard Montgomery: deliberate and determined, the personification of the indomitable fighting spirit of the British army. In 1941, these two men, and the forces they commanded, would clash in the deserts of North Africa. While often bitterly fought, the campaign the Allies called Operation Crusader was not the decisive engagement that either side desired. However, with **Avalon Hill's** *OPERATION CRUSADER* and the insights into game mechanics provided in this article, you can change all that.

## THE RULES

### THEY ARE A-CHANGIN'

With scads of new rules, veteran gamers of **Atomic's** *V FOR VICTORY* series (of which *CRUSADER* is a descendant) will have to adjust their thinking if they want to succeed in *CRUSADER*. While there are numerous small changes, the major new rules affect three general areas: combat, headquarters and supply.

Tanks in *CRUSADER* are much more decisive than they were in any of the *V4V* games, and players must plan accordingly. Armor shifts are still determined by dividing the larger value by the smaller and assigning a negative or positive sign as necessary. If total attacking armor values are greater than total defending anti-tank values, the attacker receives up to +10

odds shifts. What's new is the prospect for negative odds shifts. If the defender's total anti-tank value is greater than the attacker's total armor value, the attacker can incur up to -3 odds shifts. As a result, strong anti-tank defenses can wreak havoc on ill-considered armored assaults. Armored infantry units incur no negative shifts to odds due to armor/anti-tank matchups. Negative shifts only apply to pure tank or recon units.

In another new twist, *CRUSADER* also allows defending armor units to apply their armor values to create negative odds shifts. A non-armor stack attacking an armored or recon unit can incur up to -10 odds shifts in this way. Anti-tank companies are now very valuable additions to an attacking stack because they can limit the negative shifts from defending armored units. Tanks in the open desert truly do reign supreme, as Table 1 shows.

TABLE 1: Maximum Odds Shifts (+/-) for Armor vs. Anti-tank Values

Defender	Armor/Recon	Arm. Inf.	Infantry
<b>Attacker</b>			
Armor/Recon	+10/-3	+10/-3	+10/-3
Armored Infantry	+10/-0	+10/-0	+10/-0
Infantry	+0/-10	+0/-3	+0/-0

## OVERRUNS:

### RUN AWAY! RUN AWAY!

As in many boardgames, overruns in *CRUSADER* occur during movement, not combat. *CRUSADER*, however, allows any unit to participate in an overrun, provided there is at least one armor unit in the stack con-

ducting the overrun. Yes, even leg infantry units can overrun a hex if they are stacked with an armored unit and can generate the required odds. Overruns occur when an eligible stack plots tactical movement into an enemy occupied hex and can generate at least 10:1 odds. All modifiers except air and artillery support count, and each overrunning stack calculates its odds separately. A successful overrun usually eliminates the enemy and any enemy zones of control (ZOCs) exerted into the overrun hex. Overruns can occur before or after combat, in effect allowing multiple attacks on a single hex.

You cannot overrun stacks that contain any unit with an armor value greater than zero. Nonetheless, overruns add enormous flexibility to the game, and open up many possibilities. On the defensive, tanks can do wonders in stiffening a line, but they are better employed as a mobile

counterattack force. On the attack, tanks can turn mediocre assaults into important breakthroughs.

## NIGHT OPERATIONS:

### LULLABY AND GOODNIGHT

In *V4V*, night turns were only marginal-



ly less useful for operation than day time. In CRUSADER, the penalties for night operations are severe. Anything beyond simple adjustments of position should wait until morning. Tactical movement and combat in particular take huge fatigue and disorganization hits at night, though strategic movement for motorized units is less affected. Two turns of night operations will render even the best formation ineffective, so go ahead and rest. If your opponent doesn't, you will be able to regain any lost ground with your fresh troops in the morning.

#### HEADQUARTERS:

##### GO FORTH AND MULTIPLY

One of the most visible changes in CRUSADER is the addition of brigade and regimental HQs. Well trained, mobile divisions now usually have one or more subordinate HQs, making them much more flexible in combat. You can now detach whole brigades or task forces to accomplish specific tasks without having to worry about positioning the division HQ to keep everyone in supply. There is no set, permanent organization for any of the HQs in the game, so you can mix and match units with HQs as much as you want. You will probably want to keep battalions of the same regiment together, however, for the integrity bonus if nothing else. Brigade HQs can also significantly extend the operating radius of units by extending their supply net.

#### SUPPLY:

##### YOU CAN TAKE IT WITH YOU

Speaking of supply, in CRUSADER supply now arrives at individual units only during the 0600 turn. Units have to make do for the entire day with what they collect then. Now, continuous combat even for units on attack supply will rapidly deplete stocks of fuel and ammunition. A unit can have a perfectly valid supply line to its HQ, yet still be completely out of supplies due to over-consumption. On the up side, you can now send whole formations on deep penetration raids knowing they will have enough supplies to fight if intercepted.

Headquarters draw supply from depots, which draw supply from an overall supply source. Depots vary from scenario to scenario. Units must trace a supply line free of enemy units' ZOCs and prohibited terrain to their parent HQ, which then must trace to a depot. The various supply line and length re-

TABLE 2: Supply Line Length Limits for Full Supply Allowances

Attached to	Bde/Rgt HQ	Division HQ	Higher HQ	Depot
Combat Unit	12*	12*	12	n/a**
Bde/Rgt HQ	n/a	18***	unlimited	unlimited
Division HQ	n/a	n/a	unlimited	unlimited
Higher HQ	n/a	n/a	n/a	unlimited

\* For every additional multiple of 12 hexes distance between the unit and the appropriate HQ, the unit drops one level of supply.

\*\* Units on depot hexes are able to maintain defensive supply regardless of supply line length.

\*\*\* For every additional multiple of 20 hexes distance between the HQ and its division, the brigade/regiment loses one supply level.

quirements are given in Table 2.

Remember, except for brigades and regiments attached directly to divisions, HQs can trace supply lines of unlimited length. This gives you free rein to gallivant across the desert as long as you can secure your lines of communication. The farther you go, however, the easier it is for the enemy to cut you off. Depots are now prime objectives—taking one helps your supply and hurts your opponent badly. Finally, don't forget terrain. You can't trace supply anywhere a motorized unit can't go; this turns gaps in escarpments and roads across wadis into vital arteries and deadly chokepoints. Table 3 shows how unit combat values are modified for supply as follows:

reappearing unexpectedly in the enemy's rear. While you should always garrison victory point hexes and depots, use lower quality units and higher HQs to do so; just remember to dig in deep!

You still need victory points, so you will have to take the enemy-held objectives as well as hold on to your own. Victory points can also be had by killing enemy units. As tough as they are, German units are especially lucrative targets. One of the best ways to win is to concentrate on cutting off and surrounding Axis formations. You can do this by surrounding them with units and ZOCs or by capturing depots. First, you have to consolidate your armor and be prepared to live a vagabond life-style. Don't send the Desert

TABLE 3: Supply Effects on Combat Unit Statistics

Supply State	ATK	DEF	ARMOR	AT	QUALITY
Attack	+50%	+50%	+50%	+50%	+1
General	base	base	base	base	base
Defensive *	-50%	base	-50%	base	base
Minimal **	-75%	-50%	-50%	50%	-1
No Supply ***	-75%	-50%	-75%	-50%	-1

\* Movement allowances halved for armor/mech and motorized units.

\*\* Movement allowances reduced by 2/3 for armor/mech and motorized units.

\*\*\* Movement allowances quartered for armor/mech and motorized units.

Units in minimal supply may surrender.

#### ON THE ROAD TO TOBRUK

The campaign scenario is the heart of CRUSADER, and the following discussion assumes that you are playing the full game against another human. These tips should work against the computer opponent as well, but be warned: the computer plays a pretty good game in most cases.

**Allied:** Why waste your energy going straight into the teeth of the Axis? The key here is mobility. You've got a wide open desert in front of you, and your HQs can generally roam all over it. With the new supply rules, there are few places you can't go and still get beans and bullets delivered to your door. It makes sense to disappear into the trackless wilds of Cyrenaica for a time, with the intention of

Rats into Sidi Rezegh; after all, the place is a tomb, and you don't really like the sound of that, do you?

Concentrate with the 4th Armoured Brigade around Bir el Essem or Gabr Saleh, and watch where the panzers go. Use dummies to scout out those panzers. You can turn the hammer and anvil against the Germans in a form of military judo. Let the Germans slice down into what they think is your vulnerable flank, then cut in behind them, take Gambut, and trap them against the escarpment. You still have to advance with 4th Indian, and drive the 2nd New Zealand north, but do so with an eye to funneling the Germans into a trap.

You can't ignore the Italians, but you





**DANGER OVER THE HORIZON** Just out of view, there are several Matilda tanks about to waltz in on the Axis position.

can give them something to think about. Take the 1st South Africans and run them deep, around the impassable terrain south and west of Bir el Gubi, and bring them north behind the Italian lines at Bir Lakeim. Hakeim itself is worth points, but the real prize is Gazala and the depots to the west. You might consider bypassing Hakeim and slipping units into Gazala; follow this up with raiding parties to capture the Axis depots on the western map edge. If you can't get that far, you should at least tie down one or more good Italian motorized divisions. While you can use the 29th Indian and the 22nd Guards Brigades to do this, the 1st South African is often a better choice. Send the brigades to cover 7th Armoured's rather exposed left flank.

You can swing XXX Corps to the west, but it's usually better to keep your armor

the same; be sure to patrol the open areas between your formations. You don't have to react to enemy movements immediately, but you have to keep an eye on them; nothing is quite as horrible as suddenly finding a panzer division where you expected only sand. In short: don't get surrounded, stay out of frontal assaults, and hope Rommel has a bad day.

**Axis:** The Axis starts the campaign with powerful mobile

in the center. You could also pull back into the desert south of el Essem and Gabr Saleh, and draw the Axis mobile forces into the interior. Yes, you will lose points temporarily, but you should gain them back with interest as you isolate and destroy enemy units. Objectives are worth more points each game turn, so you can make up for early losses with late counterattacks. Naturally, while you are raising havoc, the enemy will be trying to do

panzers. You are tied down on your flanks by the need to keep up the siege of Tobruk and to hold Bardia, but the rest of your forces shouldn't stay put. Your first priority should be to destroy XXX Corps' armor. After that, you can have your way with the Allied infantry. You will have to use both your armies effectively, Germans and Italians alike. The desert is a mighty big place, where an entire division can literally disappear in a single turn. Your main problem will be supply. Your supply levels don't improve over time, and some of your depots are vulnerable. The depot at Bardia will eventually be surrounded and has a limited capacity. Gambut isn't likely to survive long either, so you have to maintain a supply line to the west beyond the Tobruk perimeter. Above all, do not let the Desert Rats relieve Tobruk and thus



**SHIFTING SANDS** The fluidity of desert warfare finds units of both sides intermingled.



**UNDER COVER OF DARKNESS** Led by the Desert Rats, Allied troops infiltrate enemy positions.

formations. You have to use your advantages or watch them slip away, however. As the Axis, you too can choose whether to wait for the Allied attack to develop, or strike swiftly and make Auchinleck dance to your tune. The Axis position resembles a dumbbell, with one bulge of troops in the east around Bardia and Halfaya Pass and another around Tobruk, connected by a thin neck of German

block the DAK's supply lines. As long as you can prevent that, the possibilities are nearly endless.

The most important Axis formations are 15th and 21st Panzer. These are your hammer. Swing west, and you can trap the Desert Rats; swing east, and you can derail the drive on Bardia. You will probably have to use the 90th Afrika to screen your right against Allied armor, rather than to assault Tobruk. You can swing east and west, towards el Gueitinat and Libyan Omar both, but beware of losing Gambut and being trapped in the east without supply. Don't get pinned down in a *sitzkrieg* with Allied infantry. Historically, the panzers got caught around Bardia where they faced strangulation. Get some units, even dummies, into the enemy rear and start overrun-





**RAIN DOWN ON ME** Stuka dive-bombers interdict supply lines to slow the British forces.

ning Allied depots to cause distractions and disruption.

Remember, if the Allies can't take and hold the initial Axis VP hexes, they can't win. Making the Allies spend their time holding what they already have is one path to victory. Don't ignore the Italians. Use their mobile divisions wisely. The 132nd Ariete starts in a good position to

Alternatively, the 101st can take off southeast to try to outflank the Allied left by circling around the large rock and wadi barrier that runs south from el Gubi. Be prepared to run into a reception committee at the wadi near the southern map edge.

The 102nd Trento, on the other hand, starts in the Tobruk perimeter, and can-

threaten the 7th Armoured's flank, and the strong 101st Trieste motorized division is too good to waste hanging around Bir Hakeim. Leave a regiment behind, under control of XX Corps, or send down a regiment from the 102nd Trento to Hakeim, but pull the bulk of the Trieste out and send it east. It can take over from Ariete around el Gubi and el Gueitinat, and then dive southwards to threaten Allied depots and XXX Corps.

not conveniently leave. If you can replace it with less mobile troops, do so; it can hold its own in the open. The 25th Bologna, 27th Brescia, and 55th Savona leg divisions should have defensive roles. The 17th Pavia should take over the responsibility of guarding and holding Sidi Rezegh, freeing up the 90th Afrika to join its brethren in a concerted hammer blow against the Allied armor. The Italians, with their extensive corps support, should do fine on the defensive. The exception is the Savona, a pathetic division which should fall back as soon as the Allies turn its flanks. As always, dig in if you get the chance; in the desert, everyone can hear you scream when unentrenched infantry meets advancing armor. Above all, remember that if you can keep the Allies from destroying your supply net, you have an excellent chance of winning. ☛

*Robert R. Mayer was a beta tester for the Macintosh version of OPERATION CHINA PAPER, and he contributed player's notes and advice for the game's manual.*

*He welcomes all questions and comments on e-mail at CompuServe: 72020,706*

**The UNIVERSAL Game Cheater!**

**Cheat death with... THE INFINITY MACHINE**

The Infinity Machine works with virtually ANY game. Our easy to use interface allows you to edit or freeze almost any game feature - such as lives, gold or energy - in real time. Our slow-motion mode lets you breeze through the tough spots like no tomorrow! What are you waiting for? Start living today!

**\$34.95 U.S.**

1359 FRANK DRIVE • MONROE, MICHIGAN 48161

**TO ORDER, CALL 800-457-1161**

REM Software

**SHAREWARE SPECTACULAR \$1.50**

**TOP SHAREWARE GAMES ONLY \$1.50 PER DISK**

- Doom
- Duke Nukem 2
- Eternam
- Halloween Harry
- Lemmings
- Kung Fu Lania
- Jill of the Jungle
- Redhook's Revenge
- 3D Chess
- Multi-Dimensional Thief
- Gateworld
- Simulations of Risk, Scrabble, Monopoly, Uno
- Spear of Destiny
- Megatron
- Blake Stone
- Monster Bash
- Another Planet and Me with No Bear
- Roadwars 2000
- Major Stryker
- Mystery Manor
- Hockey
- Wolfenstein 3D
- Galactix
- Bio Menace
- Tetris 3D
- Flight Simulators
- Killblast
- Excutioners
- Stratsys
- Hugo's Whodunit
- Baseball

**PLUS Many, Many More**

**FREE CATALOG INCLUDING WINDOWS, BUSINESS, UTILITIES, EDUCATION, GRAPHICS**

**ADULT SOFTWARE**

**Now you Can Have Your Own GIRLFRIEND...**

... a sensuous woman living in your computer! GIRLFRIEND is the first VIRTUAL WOMAN. You can watch her, talk to her, ask her questions and relate to her. Over 100 actual VGA photographs allow you to see your girlfriend as you ask her to wear different outfits, and guide her into different activities. As a true artificial intelligence program GIRLFRIEND starts with a 3000 word vocabulary and actually grows the more you use it. She will remember your name, your birthday and your likes and dislikes. GIRLFRIEND requires 7-10 MB of free space. We offer the ADULT VERSION containing 2 different girls, LISA and SUZY at a special price of only \$69. (reg. price \$120)

**ADULT GAMES**

SeXXcapades \$79  
ON SALE \$49

Porntris \$35  
Pornpipe \$35  
Mozaik \$35  
Porntris, Pornpipe, Mozaik - All 3 for \$89

**ADULT CD-ROMS**

Pornomania (2 CD Set) King Dong, Sex Games, SeXXcapades, The Movie, Too Naughty To Say No, Neurodancer, Dream Machine, Winner Take All, Seymour Butts 1, 2, Doors of Passion, Hot Pix 3, 4 & 5, Total Fantasy, Photo Gallery

**Our FREE CATALOG includes many more ADULT games, movies and pictures on both DISKS and CD-ROM**

ADD \$4 S/W • 3.5" or FOREIGN ORDERS ADD \$2/DISK • IN PA ADD TAX • MUST STATE AGE OVER 21 YEARS.

**VISA/MC Orders Only: 800-243-1515 Ext. 600UC / 24 HRS / 7 DAYS**

FAX (215) 997-2571 • Or CK/MD to: SeXXy Software, P.O. Box 220, Dept. 600UC, Halffield, PA 19440



# OPPONENTS WANTED

Looking for a Patton to play against your Rommel? Need some fresh meat for network Doom-fests? On the hunt for a gamer's bulletin board system in your area? Well, you might find what you need on CGW's White Page. If you'd like to place your own ad, send us a postcard, CGW Poll card, letter, FAX [714-283-3444] or email (Prodigy [EXIT40B], CompuServe [76703,622], The Sierra Network at [Box 1048], GEnie or America On-Line at [CGW]). Generally, we run them only once, so send another each month you want your name listed. The ads themselves should serve as reasonable examples to write your own. However,

- Provide at least one telephone number. Do not forget the area code and mention whether the number is Home, Work or Modem.
- Include your city and state so that people who call you will know what time zone you are in and recognize it when they see it on their phone bill.



Computer Gaming World magazine also appears as its own Forum on CompuServe's ZiffNet. To access our editors and writers on-line, just GO GAME WORLD. Topics include: Hey Editor!, Opponents Wanted, The Hardware Zone, Online Gaming and many more. Join us, won't you?

## BULLETIN BOARD SYSTEMS

Those interested in *VGA Planets* should contact Tim Wiseman at P.O. Box 204, North Fork, CA 93643 or call his BBS at (209) 877-4921. The cost of a registered version of the game is \$15.

Try the Stonehenge BBS at (516) 931-3670. There are plenty of files, games, doors, and message bases.

Greetings, gamers! Call CyberTech, the new BBS in Arcadia, CA. We offer a service called *DoomNet* that pairs opponents for *Doom* death matches around Southern California. We have over 2 gigs of files and can support up to 57600 baud or as low as 1200. We're open 24 hours, except Sunday from 12am to 8pm. Your Sysop is "Cyber." Call (818) 446-7179.

Call Lucky's Fly-In BBS in New York at (718) 318-8406. This is an aviation-oriented BBS that is designed to provide services and entertainment for actual and simulation pilots. We provide access to hundreds of aviation and simulation files. Call today!

The Image BBS in Prospect Heights, IL, comes a call to a game of *Barren Realms: Flite v 956* (an inter-league game), along with several other "door" games such as *Melee*, *The Pit*, *Food Fight*, *Tradewars*

*2002* (we have two versions!) and more. We also have many files available for download. FidoNet message areas, multi node chat, Japanese Anime files. This is a very friendly oriented board running SynchroNet BBS software. Sysop: Savage Dragon. Call (708) 392-4839, 24 hours.

Opponents wanted for *Trade Wars 2002*! It has been registered, so great options are now available. Alternately, tackle the over 30 other on-line challenges, including role-playing strategy trivia, and casino games. Call Dimension 2 in Queens, NY at (718) 381-1643 with up to 38400 supported. Over 400MB of files available to download and access to World Message Exchange and LobsterNet conferences. Free access, 24-hours, 7 days.

The Check Six BBS is an excellent source of all the latest flight simulations updates, utilities and messages. The system is registered on the InterNet as [checksix.com]. Check Six carries all of the major USENET newsgroups relating to air combat, flight simulations and other PC games like *Doom*. In addition, Check Six provides of fiscal customer support forums and InterNet email addresses for Keyboard Commander Corps [keec@checksix.com] and ThrustMaster (thrustmas-

ter@checksix.com). The system is also the Southern California hub for SimNet, a simulations network carried by bulletin boards around the country. The cost for a full year's subscription is only \$25 (120 minutes/day; 4mb/day downloads and an InterNet email address). Limited free access is also available. Modem in at (714) 362-8299 / BNL 1200 28 Bxb, 5 nodes. Check six!

Check out The Informer BBS at (415) 468-6713/14.15. We have all of the latest flight sim updates and cracks, plus flight simulations conferences. Find new drivers and diagnostics, attend conferences and more. For more information, contact John Cusler, 264 Oriente Street, Daly City, CA 94014-1531.

The Assault BBS is looking for game players! Play *Trade Wars 2002*, an exciting space adventure game. Challenge other fighters in *The Pit*. Go head-to-head in Chess. Play golf or bowling and challenge other players for the best casino score (yes, we have an on-line casino!). New games are always being added. Call (703) 490-8304 at 2400 baud. Shaun McDonald SYSOP. We need you now!

Opponents wanted for *Legend of the Red Dragon* and *Usurper*. Alternately, tackle over 30 other on-line chal-

lenges, including role-playing, strategy, trivia and casino games. Call Dimension 2 in Queens, NY at (718) 381-1643 where we support 14,400 baud. We have over 400MB of files available to download and access to World Message Exchange conferences. Free access, 24-hours a day, 7 days a week.

Hey, Southern California, check out the Techno Surfing BBS! We have six phone lines available. There are tournaments scheduled for *War in Russia*, *CHQ*, *Conquered Kingdoms*, *War in the Pacific*, *Air Warrior*, *Falcon F-16*, *MIG-29* and others, plus a games hint information section, game forums and multi-player BBS games. Check out our large shareware and GIF library and our fantastic new online viewer section. We support 1200 to 38400 Baud and offer a free trial period. Call (818) 769-0691.

**Modem Gamers Forum BBS:** Home of the Game Matcher Door for finding head-to-head gamers like you. A message area devoted to every modem capable game known to mankind. Find opponents for games like *688 Attack Sub*, *Sea Wolf*, *F-29*, *Knights of the Sky*, *The Perfect General*, *Command HQ*, *Populous*, *Powermancer*, *Tom Landry Football*, *MechWarrior II*, etc. Tournaments, hints, tips, and strategy articles

available, along with patch files and updates for your modem gaming software. Two versions of *TW2002* on line (one exploiting the software bugs, one cleaned up game)! Mention CGW for long distance validation. Seeking Amiga, Mac and Alan users to form an even larger opponents base. Running Renegade BBS 7-17 software Sysop: King Crumb — Babylon, NY (516) 893-4120, 14.4k, 8-N-1, 24 hours.

If you are looking for the best military PC flight simulations coverage, then you must check out SimNet based in the San Francisco Bay area. This new network is expanding nationwide currently with 20 BBS systems around the country and still growing. SimNet is original from the Trade Center BBS (SimNet Headquarters) Cal (415) 340-0197. There are four nodes, 2400 to 28800 baud, 24 hours per day. Full access on your first call, no fees. SysOp: Gabe "Joker" Turk. Modem opponents wanted section online. Over 1.2 Gigs of files, including instant support from ThrustMaster, Inc.

Players wanted for the following games: *Doom* and *Falcon 3.0*. Please call Charles in the Laurel, MD area anytime at H (301) 470-3310.

I'm seeking local opponents for *Doom* and other games via modem. Please, call Johann in Miami, FL at H (305) 443-1585.

Modem opponents sought for *Empire Deluxe*, *Conquered Kingdoms* and others. Would prefer local (Springfield, MO) area players. Ask for Steve either at H-(417) 889-5018 or W-(417) 881-8814. Will play evenings and weekends.

Looking for local opponents for head-to-head and modem gaming on either Amiga or IBM platforms. Your game or mine. Call Nick in Patchogue, NY mornings at H (516) 758-7823.

Seeking opponents for *Empire Deluxe*, *Global Conquest*, *Command HQ*, *World Circuit Grand Prix*, etc. Thank you will have your hands full. Call Mike in San Diego at H-(619) 482-1019 after 9pm or anytime on Friday and Saturday.

I'm seeking local (Orange County, CA) modem opponents for *The Perfect General* or similar two-player game. Call Sonnyboy in Westminster at H-(714) 531-7820.

I would like to get a play-by-mail game going of *Merchant Prince* or any other PBEM type game. Write to: Keven Faenza, 54 W. Miner St., Coa da e, PA 18218 or call me at H-(717) 645-9757.

Looking for good *Falcon 3.0* jocks to fight against or join our squadron. Contact Mike in Colorado at H-(719) 260-8776. Commanding Officer of the 719th Tactical Fighter Wing.

Seeking opponents in the Valdost, GA area for *Tom Landry Football* or *Falcon 3.0*. Call Jeff anytime and leave a message at (912) 244-7852.

## BY AREA CODE

**Reflections** is a free Internet magazine (not a newsletter). Articles range in topic from Pen Pals, original work chosen each week, joke of the week, new BBS', FTP and UseNet groups. For a free subscription, send your email address to: [bes@pine.cse.nyu.edu]. Tell your friends!

**Doom players** brave enough to connect modems with me are wanted for sacrifice a.s.a.p. Call Bob in Seattle, WA at H-(206) 726-9117.

Seeking opponents (particularly local ones) in the South Gate, CA area for strategic board or Amiga computer games. Will also play-by-mail. Write to: Carlos Martinez, 8125 South Gate, CA 90280 or call H-(213) 564-8924.

## THE NETWORKS

The following are voice contact numbers for many of the various on-line network services that connect gamers. Call them for more information.

**America On-Line:** (800) 827-6364  
**CompuServe Information Service:** (800) 848-8990  
**Novallink (formerly Digital Dreams) Network:** (800) 274-2814  
**GEnie:** (800) 638-9636  
**The Imagination Network:** (800) IMAGIN-1  
**Multi-Player Games Network:** (800) GLT-GAME  
**National Videotex (NVtel):** (800) 336-9096  
**Prodigy:** (800) 822-6922 x556  
**USA Today Sports Network:** (800) 826-9688



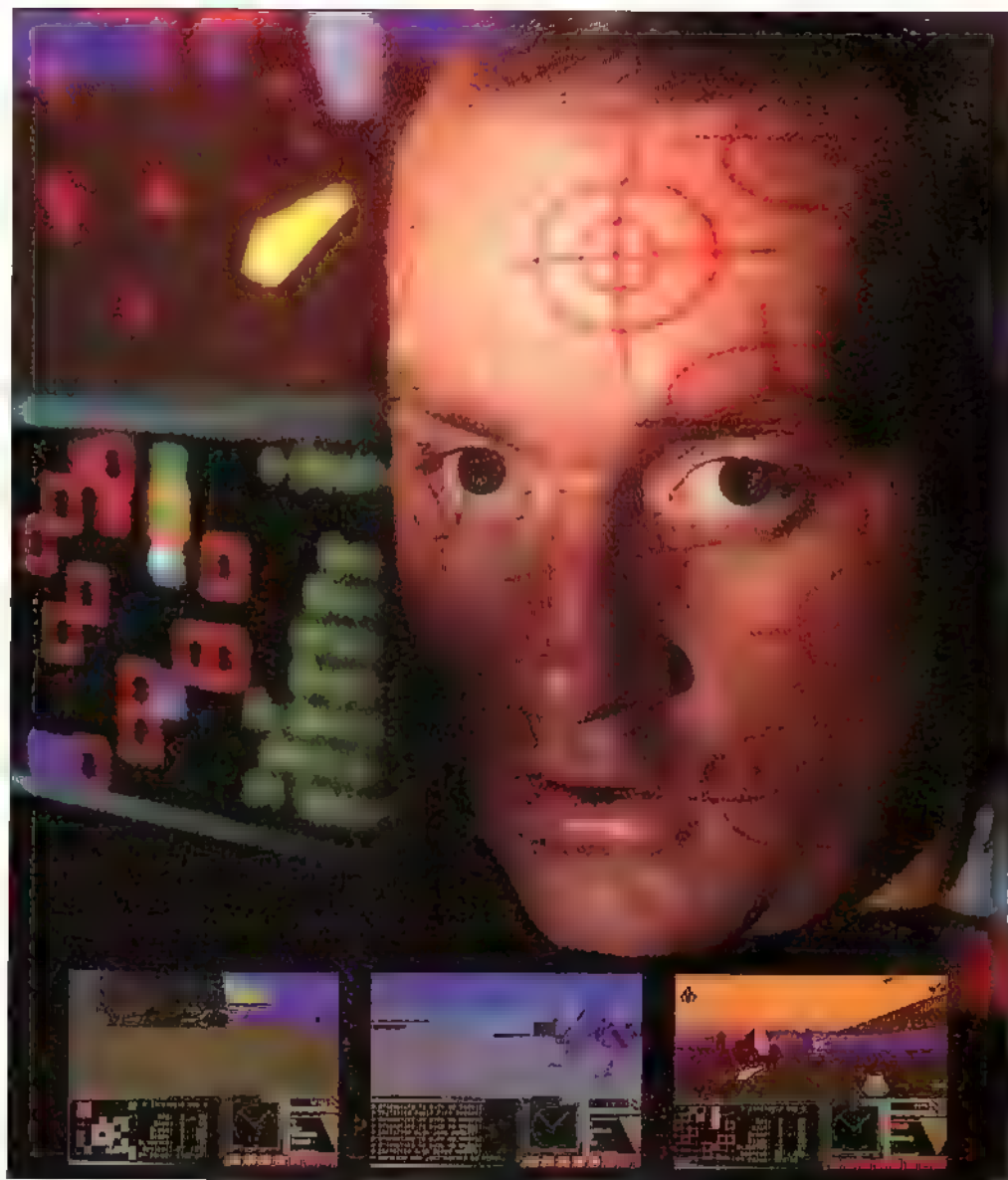
# IN CYBERSTRIKE, ALL BEGINNERS WILL BE TREATED FAIRLY. AND THEN DESTROYED.

Beaten all the boxed games? Done the arcades to death? Try CyberStrike™, the wild new multi-player game on GENie where you hop into a two-legged CyberPod and battle it out against other real live humans for control of a virtual reality city. The action's fast and furious. But even if you're new in town, you won't get blown to Kingdom Come. Well, not right away at least. In fact, CyberStrike is so easy to learn, you might actually live long enough to waste someone else first. And best of all, it only costs three bucks an hour.\* So strap yourself inside a Pod and come out shooting. You've got nothing to lose. Except your life.

**GENie®**  
multi-player games

## 100% ORGANIC OPPONENTS

**SIGN UP NOW:** 1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud. 2. Dial toll free 1-800-638-8369. Upon connection, enter HHH 3. At the U # = prompt, enter JOINGENIE then press RETURN 4. At the key code prompt enter AGH423 5. Have a major credit card or your checking account number ready. For more information in the U.S. or Canada, call 1-800-638-9636.



\*Here's the fine print. GENie multi-player games and support services are \$3.00 an hour in non-prime time: 6 p.m. to 9 a.m. local time Mon.-Fri., all day Sat. and Sun. and selected holidays. There's also an \$8.95 monthly subscription fee. Each month, you'll get credit for up to four hours of non-prime time usage. Any surcharges incurred apply to all hourly usage, including your first four hours.

**SIMUTRONICS**  
LIVE IT UP



# This Is My Hammer, This Is My Wand

by Chuck Miller

**T**here's an old craftsman's adage: don't use the right tool for the wrong job. That means if you need to nail a varmint with a hammer, don't try it with something like a magic wand. I've been having trouble with this lately, perhaps because I've been perplexed by the many puzzles in the latest action/adventure shareware games I've discovered. The games in question are **HOCUS POCUS** and **GOD OF THUNDER**, a devious duo that are as fun to play as they are difficult to solve. Let's throw down some lightning bolts and I'll spell out what I mean.

## AIMING FOR A THOR SPOT

Here's your big chance to hang with a major deity. **CES Games'** **GOD OF THUNDER** lets you assume the mantle of Thor. It seems that your father, Odin, must fall into a deep sleep every few hundred centuries to restore his godly powers. But this time your half-brother Loki, the God of Mischief, has seized the opportunity to wrest control of Midgard (earth). Loki has conspired with two of his most powerful allies, Jormangund, the Midgard Serpent, and Nognir, the Prince of the Underworld. Each has subjugated a third of the popu-

lace and is reigning over Spegville, Milgrund and Blechton like Leona Helmsley on PCP. As Odin's eldest son, the task of whacking these guys falls squarely on your hammer-toting shoulders. So get ready to nail their wicked carcasses!

If you're familiar with Nintendo's **LEGEND OF ZELDA** you'll find yourself right at home in **GOD OF THUNDER (GOT)**, which is based on the earlier cartridge game. It resembles *Zelda*, from its overhead scrolling screens to the NPC conversations, which might make it nostalgic if you were weaned on Nintendo games.

In the shareware version you'll start out as Thor in episode one (the registered version allows selecting either of three episodes). The game supports both keyboard and joystick, but I found the joystick to offer more control of Thor's ramblings from screen to screen.

Your objective is to light the evil creatures which have taken over the land, while solving puzzles and investigating everything as you go. These creatures are dispatched by throwing your hammer at them. You have to be somewhat careful, however, as you can easily nail an innocent bystander. The penalty, while not severe (the "temporarily demised" are restored the next time you leave the screen and return), will cost you some points.

Puzzles come into the picture when you have to push rocks and logs around to block the deadly attacks of enemies. Only by doing so can you retrieve bonuses, including those ever important keys. Levers must also be tripped to open certain "gateways" from one location to another. There are even a few "object retrieval missions" included for

good measure. For example, bringing a hermit a special object will elicit his help in rebuilding a bridge crucial to completing your quest. Most puzzles aren't that difficult, but a few will have your neurons in a knot for a good long time.

As with *Zelda*, *GOT* offers lots of nifty things to collect: jewels, keys, magic potions, golden apples and several defensive weapons. There are even a few fairies flitting around to fill up your health and magic levels.

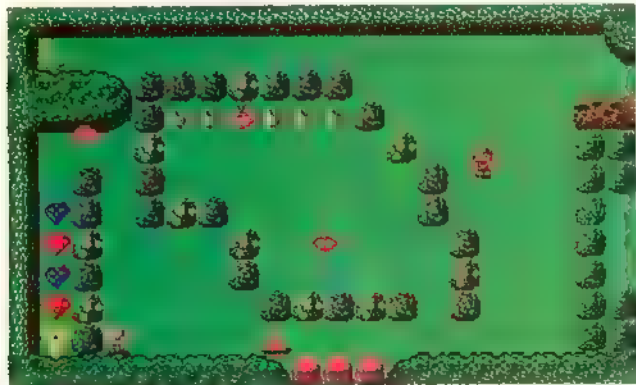
Visually and aurally, *GOT* is nothing to wave your wand about. The music and graphics don't break any new ground, but what's here is decent. As it stands, the game's presentation conveys the feel of the title it was modeled after. That's an advantage, but high-res graphics and more graphical coolness would have iced the cake.

Still, play is the thing, and it's what makes *GOT* rise above the herd. A "few minutes" playing this little number can quickly devour several hours of an evening or Saturday afternoon before you wonder where the time went.

Those who like action-adventures with a strong emphasis on puzzle solving will have an ungodly good time with this title. Try it out for free, or get your Asgard in gear and order the registered version for \$29.95 plus \$2 shipping and handling. It requires a 286 or better PC with VGA graphics and a minimum of 510K RAM. AdLib, Sound Blaster and compatible sound cards are supported. To place your order, contact: Software Creations, 26 Harris Street, Clinton MA 01510, (508) 368-8654.

## SOME ENCHANTED UNDERLING

Those familiar with *Apogee* games will not be surprised by the sorcery involved in creating *HOCUS POCUS*, their newest VGA parallaxing-platform, action-puzzle game



**HAMMER TIME** The mighty (?) Thor ponders his next move through Spegville's garden mazes.



# FREE Video

## EVERY MONTH!

WITH SUBSCRIPTION  
see details below



- **GUARANTEED LOW PRICE**  
ONLY \$3.98 A MONTH  
+ SHIPPING & HANDLING
- **SPECIAL ISSUES**  
UP TO FOUR TIMES A YEAR  
—SAME LOW PRICE
- **DISCOUNT CERTIFICATES**  
FOR CD'S AND CASSETTES  
WORTH UP TO \$20.00  
—EVERY MONTH
- **SATISFACTION GUARANTEED**  
NO OBLIGATION TO BUY  
CANCEL ANY TIME



**10 hot  
NEW  
MUSIC  
VIDEOS  
every month**



**Mail Card or Call Now 1-800-232-3232 DEPT. R74**

### ROCK VIDEO MONTHLY

☐ Yes! I want to subscribe and receive a FREE music video collect on every month. Send me my first issue of Huh magazine and my first FREE Rock Video Monthly tape (or New Country magazine and Country Video Monthly tape if I select country), billing me just \$3.98 plus shipping and handling. Thereafter, each month I'll get a new magazine and a FREE full length VHS tape with 10 new music videos from my favorite music category for the same guaranteed low price of \$3.98 plus shipping and handling. I may also receive, up to four times a year, special issues guaranteed at the same low price plus shipping and handling. I have no obligation to buy anything ever, and I can cancel anytime I want.

Send my first and future music videos from this category (check only one)

☐ **POP**

Artists Like  
Ace of Base, George Michael,  
Toni Braxton

☐ **ALTERNATIVE ROCK**

Artists Like  
Blind Melon, Counting Crows,  
Stone Temple Pilots

☐ **COUNTRY**

Artists Like  
Alan Jackson, Clint Black,  
Billy Ray Cyrus

☐ **RAP**

Artists Like  
Salt-N-Pepper, Wu-Tang Clan,  
Arrested Development

☐ **HEAVY METAL**

Artists Like  
Anthrax, Pantera,  
Ozzy Osbourne

Mr /Mrs /Ms. \_\_\_\_\_

Address \_\_\_\_\_

Apt \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_

Phone (\_\_\_\_\_) \_\_\_\_\_

Age \_\_\_\_\_

Have you bought anything by mail in the last: ☐ 6 months ☐ 1 year ☐ Never

Do you have a credit card? ☐ Yes ☐ No

Do you usually buy your music on:

☐ CD

☐ Cassette

CS R74

We reserve the right to ask for additional information, reject any application, or cancel any membership. Allow 4-6 weeks for delivery of first issue. Limited to new members only. One membership per family. Local sales tax, if any, will be added. Some videos may contain material objectionable to some viewers.





# FREE video

## EVERY MONTH! WITH SUBSCRIPTION



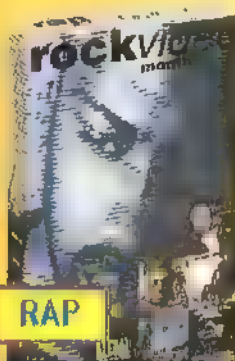
POP



ALTERNATIVE ROCK



HEAVY METAL



RAP



COUNTRY

10 HOT NEW VIDEOS EVERY MONTH FROM ARTISTS LIKE

Acu Of Baco  
Bobby Brown  
George Michael  
John Mellencamp  
Tom Petty & The Heartbreakers  
Toni Braxton  
and more

4 Non Blondes  
Blind Melon  
Counting Crows  
the cranberries  
Spin Doctors  
Stone Temple Pilots  
and more

Anthrax  
Fight  
Ozzy Osbourne  
Pantera  
Sopiturn  
White Zombie  
and more

Arrested Development  
Das EFX  
Naughty By Nature  
PM Dawn  
Salt-N-Papa  
Wu-Tang Clan  
and more

Alan Jackson  
Billy Ray Cyrus  
Clint Black  
Garth Brooks  
John Michael Montgomery  
Mary-Chapin Carpenter  
and more

- **GUARANTEED LOW PRICE**  
ONLY \$3.98 A MONTH  
+ SHIPPING & HANDLING
- **SPECIAL ISSUES**  
UP TO FOUR TIMES A YEAR  
—GAME LOW PRICE
- **DISCOUNT CERTIFICATES**  
FOR CD'S AND CASSETTES  
WORTH UP TO \$20.00 —EVERY MONTH
- **SATISFACTION GUARANTEED**  
NO OBLIGATION TO BUY  
CANCEL ANY TIME

**Plus A Chance To Get  
4 Free CD's  
Every Year**

Get one free CD with every  
3 issues you purchase.  
(a shipping and handling charge  
will be added to each shipment)

**Not Available  
In Stores!**

Reba  
McEntire

Free Video  
Every Month  
With Subscription



NO POSTAGE  
NECESSARY IF  
MAILED IN THE  
UNITED STATES



**BUSINESS REPLY MAIL**  
FIRST CLASS MAIL PERMIT NO. 22 TAMPA FL  
POSTAGE WILL BE PAID BY ADDRESSEE

**ROCK VIDEO MONTHLY**  
P.O. BOX 61096  
TAMPA, FL 33661-1096



### EXCLUSIVE MAGAZINES

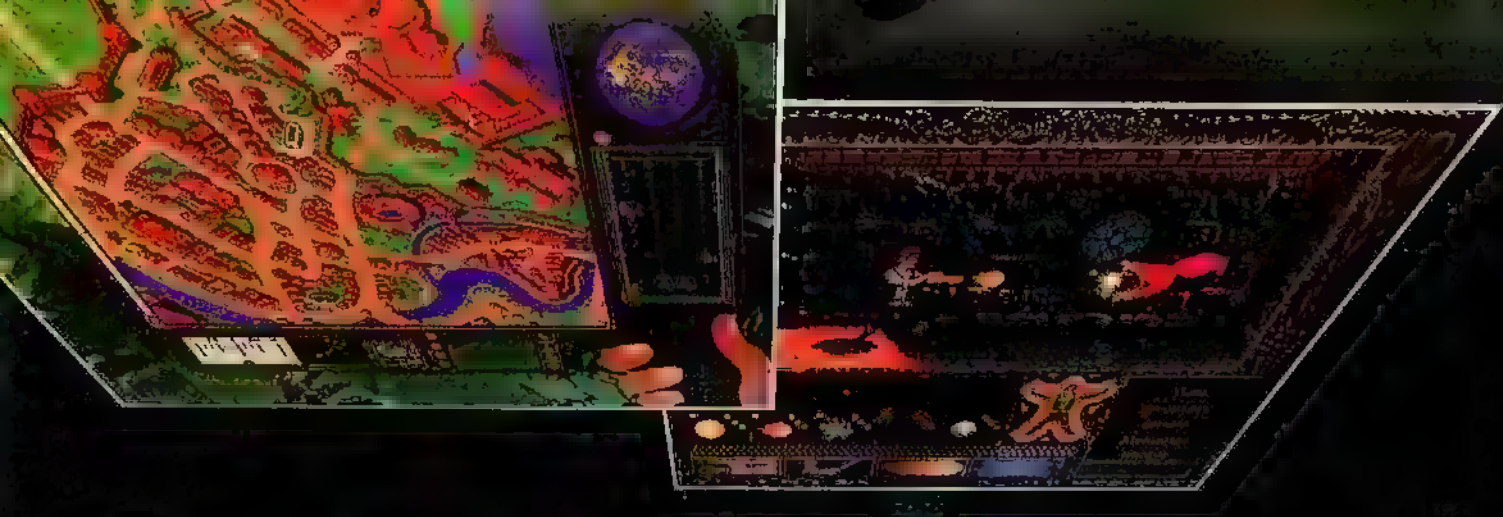
HUH magazine features over 75 pages of candid interviews, in-depth articles and exciting photographs of the artists that really matter — plus reviews and ratings of more than 100 new album releases.

And if you select country, New Country magazine gives you an exclusive look into the world of country music — the biggest stars and hottest newcomers — plus reviews and ratings of more than 100 new albums.

Subscribe today and receive a FREE music video every month!







# Open your mind to ALIEN LOGIC.

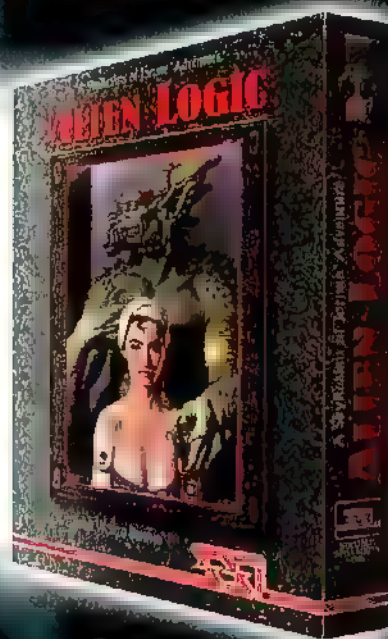
*Leave your world behind. Step into a whole new reality of ancient mysticism and futuristic technology.*

*It will blow your mind.*

## ALIEN LOGIC

A SKYREALMS OF JORUNE®  
Role-Playing Adventure

TO ORDER: Visit your retailer or call: 1-800-245-4525  
with Visa or MasterCard (U.S. & Canada only, please).



On 3.5" disks and CD-ROM  
for IBM & Compatibles

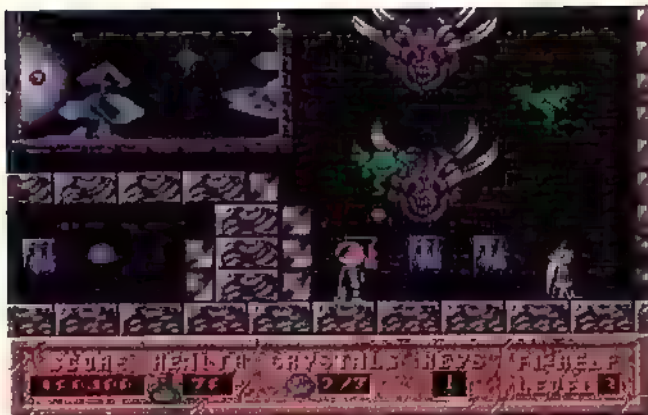


"SkyRealms of Jorune" and "Leave Your World Behind" are trademarks of SkyRealms Publishing. "Alien Logic" is a trademark of Simulations, Inc. Illustration © 1992 SkyRealms Publishing. © 1994 SkyRealms Publishing, Inc. All rights reserved.



256-color  
SVGA displays





**ALAKAZAM, MAN** The young sorcerer, Hocus, fends off a pair of green dragons in Apogee's latest platform puzzler.

Requiring a 386SX or better with 256-color VGA graphics and 567K free RAM (all major sound cards are supported), Hocus Pocus has astoundingly smooth 360-degree scrolling parallax backgrounds and some excellent animated sprites. It looks like an attractive cross between DUKE NUKEM and SHADOW OF THE BEAST. With Apogee's new sound engine mixing up multi-channel sound effects, it's also a real pleasure to listen to.

As we join our story, Terexin, leader of the Council of Wizards in the Land of Lat-

imps, ghosts, demons and a vast array of evil creatures. You'll need to survive all of them to become a full-fledged, card-carrying sorcerer.

Each of the four episodes and 36 individual levels offer a different mix of action and puzzle-solving play, with backgrounds and enemies changing every two levels to keep the experience fresh. Armed with just a single magic spell, Hocus must "zap" his opponents into oblivion and make use of every health potion he can find to stay alive until he reaches the next maze. Suc-

cumbing at any point during a level requires Hocus to start that level over. So far, I haven't fallen victim to any of the evil meanies; my progress has been thwarted by the insidious puzzles. How do I spell relief? Registration. Not only does it provide you with all 36 levels of game play (nine are granted in the shareware version), but you also receive 56 wonderfully helpful cheat codes.

To make HOCUS POCUS magically appear on your computer, wave your magic wallett and send \$24.95, plus \$5 shipping and handling to Apogee Software Ltd., P.O. Box 496389, Garland TX 75049 or call (800) GAME-123.



To locate these games online, tune in to the CGW headquarters on ZiffNet.

Games featured here can be downloaded from ZiffNet both on CompuServe and on PRODIGY. On CompuServe, go to Computer Gaming World's own forum (GO GAMEWORLD), Library 8, Shareware Sizzle. On PRODIGY, jump ZiffNet and Search by Title for the games listed here. Or, Search by Category to browse the entire Games Library.

## SPECTRUM ELECTRONICS

**HOURS: 6AM-11PM PST 7-DAYS**

**P.O. BOX 6295 SALINAS, CA 93912-6295**

**1-800-983-4321**

**CALL FOR CURRENT PRICES**

**7th Quest** 48  
**10 Year Collection/Interplay** 48  
**AD&D A Gaiden: Games Guide** 48  
**AD&D Dungeon Hack** 48  
**AD&D Eye of the Beholder III** 48  
**AD&D Ravenloft** 48  
**AD&D Wizardry** 48  
**Alone in the Dark** 48  
**Alone in the Dark 2** 48  
**Alone in the Dark 3** 48  
**Alone in the Dark 4** 48  
**Alone in the Dark 5** 48  
**Alone in the Dark 6** 48  
**Alone in the Dark 7** 48  
**Alone in the Dark 8** 48  
**Alone in the Dark 9** 48  
**Alone in the Dark 10** 48  
**Alone in the Dark 11** 48  
**Alone in the Dark 12** 48  
**Alone in the Dark 13** 48  
**Alone in the Dark 14** 48  
**Alone in the Dark 15** 48  
**Alone in the Dark 16** 48  
**Alone in the Dark 17** 48  
**Alone in the Dark 18** 48  
**Alone in the Dark 19** 48  
**Alone in the Dark 20** 48  
**Alone in the Dark 21** 48  
**Alone in the Dark 22** 48  
**Alone in the Dark 23** 48  
**Alone in the Dark 24** 48  
**Alone in the Dark 25** 48  
**Alone in the Dark 26** 48  
**Alone in the Dark 27** 48  
**Alone in the Dark 28** 48  
**Alone in the Dark 29** 48  
**Alone in the Dark 30** 48  
**Alone in the Dark 31** 48  
**Alone in the Dark 32** 48  
**Alone in the Dark 33** 48  
**Alone in the Dark 34** 48  
**Alone in the Dark 35** 48  
**Alone in the Dark 36** 48  
**Alone in the Dark 37** 48  
**Alone in the Dark 38** 48  
**Alone in the Dark 39** 48  
**Alone in the Dark 40** 48  
**Alone in the Dark 41** 48  
**Alone in the Dark 42** 48  
**Alone in the Dark 43** 48  
**Alone in the Dark 44** 48  
**Alone in the Dark 45** 48  
**Alone in the Dark 46** 48  
**Alone in the Dark 47** 48  
**Alone in the Dark 48** 48  
**Alone in the Dark 49** 48  
**Alone in the Dark 50** 48  
**Alone in the Dark 51** 48  
**Alone in the Dark 52** 48  
**Alone in the Dark 53** 48  
**Alone in the Dark 54** 48  
**Alone in the Dark 55** 48  
**Alone in the Dark 56** 48  
**Alone in the Dark 57** 48  
**Alone in the Dark 58** 48  
**Alone in the Dark 59** 48  
**Alone in the Dark 60** 48  
**Alone in the Dark 61** 48  
**Alone in the Dark 62** 48  
**Alone in the Dark 63** 48  
**Alone in the Dark 64** 48  
**Alone in the Dark 65** 48  
**Alone in the Dark 66** 48  
**Alone in the Dark 67** 48  
**Alone in the Dark 68** 48  
**Alone in the Dark 69** 48  
**Alone in the Dark 70** 48  
**Alone in the Dark 71** 48  
**Alone in the Dark 72** 48  
**Alone in the Dark 73** 48  
**Alone in the Dark 74** 48  
**Alone in the Dark 75** 48  
**Alone in the Dark 76** 48  
**Alone in the Dark 77** 48  
**Alone in the Dark 78** 48  
**Alone in the Dark 79** 48  
**Alone in the Dark 80** 48  
**Alone in the Dark 81** 48  
**Alone in the Dark 82** 48  
**Alone in the Dark 83** 48  
**Alone in the Dark 84** 48  
**Alone in the Dark 85** 48  
**Alone in the Dark 86** 48  
**Alone in the Dark 87** 48  
**Alone in the Dark 88** 48  
**Alone in the Dark 89** 48  
**Alone in the Dark 90** 48  
**Alone in the Dark 91** 48  
**Alone in the Dark 92** 48  
**Alone in the Dark 93** 48  
**Alone in the Dark 94** 48  
**Alone in the Dark 95** 48  
**Alone in the Dark 96** 48  
**Alone in the Dark 97** 48  
**Alone in the Dark 98** 48  
**Alone in the Dark 99** 48  
**Alone in the Dark 100** 48

**PRICES SUBJECT TO CHANGE. DEFECTIVES REPLACED WITH SAME PRODUCT.**

**PAYMENT:** CHECKS (ORDERS SHIPPED WHEN CHECK CLEARS)  
 MONEY ORDERS (TREATED AS CASH)  
 CA residents add 7.25% sales tax. HANDLING \$2 PER ORDER.  
 FREE GROUND SHIPPING WITH \$100 PURCHASE, UNDER \$100  
 PRIORITY MAIL ADD \$4, 3-DAY UPS ADD \$5 PER ORDER.  
 2ND DAY AIR ADD \$7. OTHER SHIPPING TERMS ARRANGED. COD ADD \$4

**WE SELL ALL COMPUTER & VIDEO ENTERTAINMENT PRODUCTS**

## SIDELINE SOFTWARE

**ORDERS 1-800-888-9273 ONLY**

**YOUR PC IMPORT & CLOSEOUT CONNECTION**

## DISCOUNT TITLES

**NEW PC TITLES**

TITLE	TYPE	PRICE
Amazon	Adventure	45
Battle Isle 2 Floppy or CD ROM	War Simulation	50
Beneath a Steel Sky	Adventure	45
Canon Fodder	Arcade Strategy	40
Chaos Engine	Action Arcade	40
Diggers Floppy or CD ROM	Arcade Strategy	45
Genesis	Strategy Game	40
In Extremis	Like "Doom"	45
Mammoth Sports	Sports Simulator	40
Micro Machines	Racing Arcade	40
Reunion Floppy or CD ROM	Role Playing Game	50
Rise of the Robots	Fighting Game	45
Star Lord (Microprose) Floppy or CD	Strategy	50
UFO (Microprose) Floppy or CD ROM	Strategy	50
Yast Drive 3, Star Control, Hoverspace	all THREE for only	22
Corporation F-14 Tomcat, Supremacy	all THREE for only	22

**PC MAGAZINES**

Get the latest news on the best PC titles from the U.S. & Europe! These high price, full color magazines also feature demo-packed PLAYABLE cover DISKS OR CD ROMS with each issue! Titles include: PC Format, PC Review, PC Zone, PC Plus, PC Power, and PC Gamer!

**Your choice! Only \$10 each!**

**SHIPPING** (UPS Ground) For up to 3 pieces, by payment  
 Mastercard & Visa \$5.00 + C.O.D. (Cash Only) \$10.00  
 Next day & second day air available! Call for prices on special shipping. Shipping  
 live not guaranteed. Price & Availability subject to change. No refunds or  
 exchanges. Collectible products exchanged with same item. Products warranted  
 through Sideline. FAX ORDERS CALL (305) 491-6134  
 Head Office: Call (305) 491-9519 DEALERS INQUIRIES INVITED!  
 640 N.W. 57th Court, Ft. Lauderdale, FL 33309

**DON'T MISS THESE DISCOUNT PC DEALS!**

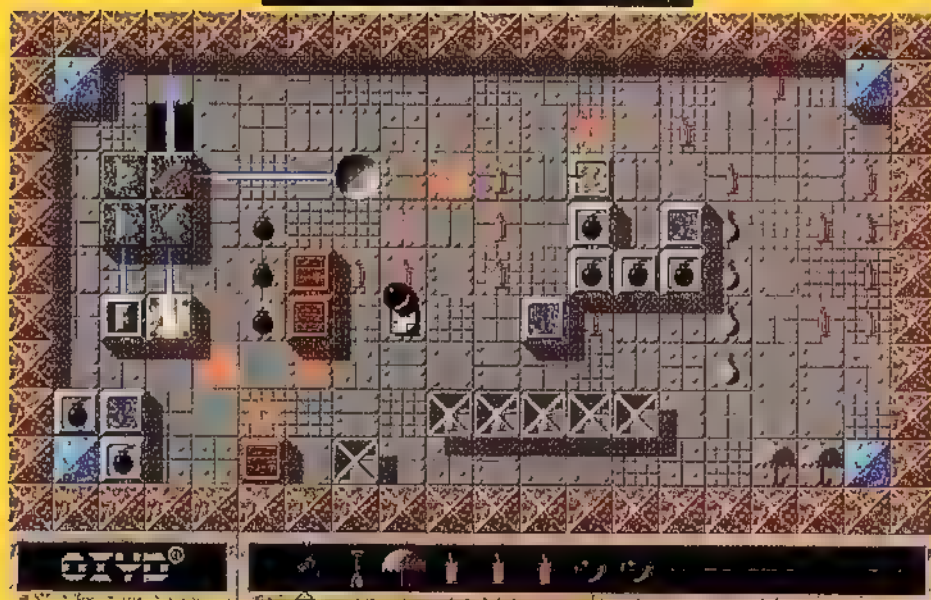
TITLE	PRICE
A-320 Airbus	24.95
4-D Sports Basing	18.95
A Train	28.95
Achilles Stalions	18.95
Ancient Art of War in Slaves	24.95
Armageddon	18.95
Artic Damits	21.95
ATAC (Microprose)	24.95
B-17 Bomber (Microprose)	24.95
Baron's Tale 3	18.95
BAT 2	21.95
Batman: The Animated Series	18.95
Battle Isle	18.95
Birds of Prey	21.95
Brutal Sports Football	18.95
Carnegie USA Deluxe	21.95
Carriers at War	21.95
Castles	16.95
Centurion Defender of Rome	18.95
Command HQ	18.95
Contraptions	18.95
Creepers (Pygmalion)	18.95
Cyber: Race	24.95
Dave Ledbetter Golf (Greens)	26.95
Deluxe Strip Poker 2	18.95
Duna	18.95
El-Fish	21.95
Elvira 2	14.95
Elvira 3	21.95
Eternam (Darkman 2)	18.95
F16 Falcon	9.95
Fire Team 2000	9.95
First Samurai	9.95
Flashback	24.95
Fool's Errand	16.95
Four Crystals of Trystar	21.95
Global Conquest (Microprose)	21.95
Hardball 3	21.95
Harpoon & Battle Set 2	18.95
Hero Quest	18.95



# My son and I love this game!!!

## Great work!!

Robert Strauss, Outbank



My daughter (11 years old) and I have become "Oxyd" addicts. We cannot wait to begin exploring the many other levels. Thanks for creating such an excellent product. R. S., Garmantown

This is, without question, the most impressive game I have ever seen. I am amazed at the audio, visual and action. George L. Tonty

Wow! That's all I can say about Oxyd. What an incredible game! One of the nicest games I have seen in a long time. Thanks for creating such a challenging piece of software. I'm completely hooked! The game is really slick, well designed. Those first 10 levels alone were worth paying for! It is rare to find such a visually appealing, addictive and playable game.

One of the most elegant games I've played. Jeffrey Jondahl, San Diego

I enjoy this game a great deal and so do my children and their friends. It is just what I have been looking for!! Jerome Wescott, Minneapolis

Oxyd has to be the most artistically superb piece of programming that I have seen. From my position of having completed about one third of the single-player levels, the landscapes have been continuously varied with a marvelous attention to graphic and audible detail that makes each new one a continuing delight. I especially appreciate how the marble interacts in seemingly realistic but different ways when rolling over or bouncing against different "natural" (or unnatural) substances like stone, wood, swamp, freefall etc. At this point, I'm already worrying that I'll run out of levels. Jeffrey R. Harrow

Even our 3yr old enjoys the game.

I just had to write to tell you how much fun I've had playing Oxyd. The attention to detail - the sounds, the textures of the surfaces - really adds to the fun of the game. It invites the imagination for a ride.

Thanks also for making all of the landscapes challenging but not impossible. Tom Phoenix, Portland

I'm really impressed with your game, Oxyd. Congratulations on a unique and fun product, and best luck to you all. John M. Dodd

Oxyd Credits:

**Game of the Year 1993**

Australian MacWorld

**Best Brain Game 1993**

MacWorld Game Hall of Fame

**Game of the Year 1992**

Computer & Pedagogy, 06/93

**Game of the Year 1992**

Display Computer Club e.V. Germany

The variety of play is literally, incredible.

Score this game a solid 10

Current History 06/93

"A" rating - Wow! Exquisite.

A must for your games library.

AmigaWorld 06/93

**Game of the Month.**

MacWeb 02/93

**Top of the Charts**

Brain Teaser Category, PC Games German edition.

**Treat of the Month**

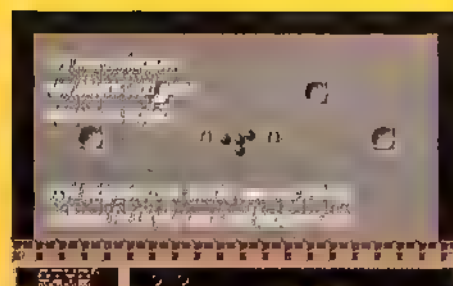
Atari Roundtable in GAMES, 12/92

**Editor's Choice**

PC Games German edition, 12/92

Download free appetizers from SWC BBS at (508) 368-7036 @ 2400-14.4k baud or send a check to Dongleware:

- ☐ 10 levels of the Oxyd game \$ 4.00  
PC, Mac, Amiga, ST or NeXT.
- ☐ The Oxyd Code Book \$ 39.00
- ☐ Take 5 demo of magnum! \$ 4.00  
for PC or Macintosh.
- ☐ Tubular Worlds episode one \$ 4.00  
for PC or Macintosh.
- ☐ Shipping & Handling \$ 3.00



## Oxyd® magnum!

for PC, Mac & Amiga

Sequel of the award winning Oxyd game!

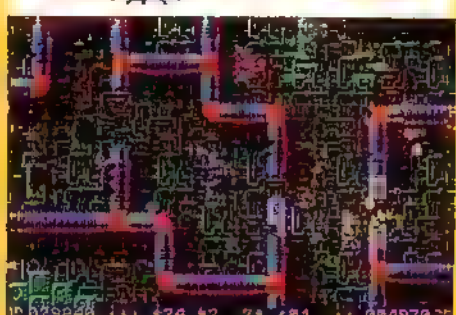
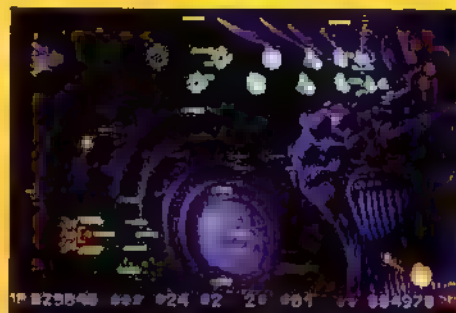
Mac: 1MB RAM, color or monochrome!

PC: 386 or above, 2.5 MB RAM, EGA or VGA monitor. Soundblat. or AdL optional.



Some fine comments about Oxyd magnum!  
I like Oxyd magnum because it's different in every landscape, surprising, challenging, compelling and fun! Every landscape is like a new game. It's so tricky! It drives my wife crazy. More levels and just as good as Oxyd. You have challenged me! Thanks. My wife and I like to play puzzles together. It's unique. Great puzzles. It's aesthetically pleasing and exercises the mind. It makes me and my kids think and we don't have to punch or kill anything.

## NOW PLAYING:



Dongleware Publishing, ♦ 35 Howard Street  
Cambridge, MA 02139 ♦ (617) 497-1130

If your dealer does not carry Oxyd and Oxyd magnum! call us at 1-800-228-6993  
Checks, Visa & MasterCard accepted ♦ MA residents add 5% sales tax

Circle Reader Service #63



# The Lighter Side Of Doom

CGW Peeks Behind The Gloom Of DOOM To Shed Light On The Program's Lighting Techniques

by Paul C. Schuytema

*Shake off this downy sleep,  
deaths counterfeit,  
And look on death itself!  
Up, up, and see  
The great doom's image!*

*-Shakespeare, MacBeth,  
Act II, Scene III*

**J**UST WHAT IS IT ABOUT ID SOFTWARE'S DOOM THAT MAKES IT SO FRIGHTFULLY REAL? AS FAR AS HIGH-CONCEPT, there really isn't any. In the words of DOOM's level designer, Sandy Petersen, "DOOM is nothing more than the computer equivalent of Whack-A-Mole." Even so, when you're immersed in an adventure, surrounded by a maze of charred and eroded support columns, growls heard from all directions, corpses littering the flagstones, and suddenly, the fluorescent lights which line the ceiling flicker on and off, what do you feel? Perhaps you feel like running? If only you

could see your way out; if only the lights would illuminate the room for long enough to get off one clean shot at that....

Anyone who has played DOOM knows that the atmosphere, the visceral feel of a dark and dangerous world, is the key component to the game's success. Undoubtedly, one of the most dramatic components of DOOM's environment is the use of lighting. Some lights are dim, others cast a blue pall over the room, while still others are malfunctioning, flickering incessantly, or burning out at the most awkward moment. How do they do it? How is this dramatic lighting created? Why play around with so many lighting effects at all?

I asked John Romero, one of id's wunderkind programmers, and the answer rolled off his tongue quite easily, "The lighting helps the game seem more *doomy*, it adds life to the environment." I sat down with John in his morosely dark office (the lighting was strangely familiar to that found in level E1M6) as he talked me

through level creation and the placement of lighting effects in a level he was working on for DOOM II.

## WELCOME TO THE NEXT LEVEL

The designers at id create levels much as role playing game masters create dungeons: by drawing them on graph paper. For Romero, though, this graph paper appears in a window on his 486 PC configured to run the NeXT computer's operating system, NeXTStep. Drawing with a mouse, he creates the game's levels, which are wholly divided into sectors when seen from a bird's-eye view. Within any given room, the walls will create the borders to a sector, yet there may be other, invisible sectors within the room. He might create an area where, if stepped in, a wall would open up and a horde of hungry imps would descend (ever see a room like that?). Or he could create a dramatic lighting effect, perhaps a bright light illuminating a still twitching corpse. In actuality, every group of lines that define a space is considered a sector, so each individual stair is its own discrete sector, for example. When working with the level design program, Romero, or Petersen, or whomever is creating a level, has the option to select many different qualities for each sector, such as the look of the walls, floor or ceiling. Will a severed limb be hanging from a meat-hook? What will the lighting be like?

As an example, consider a barren room with a skylight in the ceiling (you've run across several rooms like this in DOOM, I'm sure). The light pouring in from the skylight illuminates the floor under it, creating a patch of bright flooring in an otherwise dimly-lit room. While a 3D rendering program will actually place a light source above the skylight and calculate the path the light takes (a technique known as *ray tracing*), the DOOM team took quite a different approach. Everything in DOOM has been optimized for manic speed, and calculating the light rays emitting from



**YOU'VE SEEN THE LIGHT** Unlike the starkly bright environment of WOLFENSTEIN 3D, the world of DOOM uses subtle lighting techniques to evoke its unique brand of terror.





# THE PLANET'S HOTTEST HARDWARE MEETS THE PLANET'S COOLEST SOFTWARE. INTRODUCING GAME BLASTER CD 16.



All the leaders of the gaming universe have joined forces. And now they're coming to get you. No other game experience can prepare you for what's waiting inside the new Game Blaster CD™ 16 multimedia upgrade kit.\* You get a Sound Blaster™ I6-bit sound card and speakers that make all your games sound



terrifyingly real. A double-speed CD-ROM, so all your games run faster. An

FX-2000 joystick, so you can hone your reflexes. Not to mention the most outrageous games in the cosmos, like Rebel Assault, Sim City 2000, Return to Zork, Iron Helix, F-117A Stealth Fighter, Silent Service II, Civilization, Railroad Tycoon, and The New Grolier Multimedia Encyclopedia. Of course, all your games will sound better because they're made to be played on Sound Blaster. The question is, can you handle it? Want more info or the name of a Creative Labs dealer? Call 1-800-998-5227.

**CREATIVE**  
CREATIVE LABS, INC.

\*Suggested Retail Price \$59.95. © 1994 Creative Technology, Ltd. Game Blaster CD 16, Sound Blaster, and the Sound Blaster and Creative Labs logos are trademarks of Creative Technology, Ltd. All other trademarks are the property of their respective owners. U.S. inquiries: Creative Labs, 1-800-998-5227. 400-428-9600. International inquiries: Creative Technology Ltd., Singapore. TEL: 65-774-2337 FAX: 65-774-0151



every light source would bog the computer down to a crawl. In the words of Romero, "The only way to get an engine as fast as DOOM's is to fake a lot of stuff."

Instead of being created by a rendering algorithm, the rectangle of light on the floor is actually a sector, assigned its own light value in the level-design program. When designing the room, a pattern is selected for the floor, say, a moldy, lichen-encrusted array of flagstones. This pattern, in and of itself, has its own brightness (if you were examining it in a graphics program). In DOOM, though, each texture can have a light level imposed upon it. For the sector under the skylight, the light level is relatively higher than normal while the rest of the room is dark and gloomy. When the DOOM engine calculates how to draw the room, it fetches the pattern for the floor, and then the light level for the portion it is drawing. If it is dim, then a subroutine looks to a translation table for the pixel in question, to shift the color to a more muted tone. If it is lighter, then a color from a more energized section of the palette is assigned. Then the floor is drawn, and presto, light seems to pour down from the skylight.

Initially, this color-shifting of the game's 256-color palette was calculated during the rendering loop, as a routine utilizing Red-Green-Blue mixture levels to calculate what color in the game's palette was the closest match to the dimmed color. This ate up valuable rendering time, so id employed a program that worked through their entire palette and precalculated what color was the best match, building a translation table that could be referred to very quickly.

## DIMINISHING RETURNS

There are two types of lighting in DOOM: diminished lighting (which is always brightest where your character is standing and diminishes across distance), and strobe lighting (synchronized strobes, unsynchronized strobes with flashes just a little off, and broken fluorescent lighting).

A sector has an initial light level, which can be any one of 16 levels, from totally dark to full-bright. In addition, each sector can have a special capability, such as applying damage to your character or performing one of the active lighting functions. An area may also be assigned a glow value, which means that the light will be of a more ethereal, pulsing quality. The area begins at an initial light level, and through time, the light level will lower to that of the immediately surrounding sectors (which are often assigned lower initial

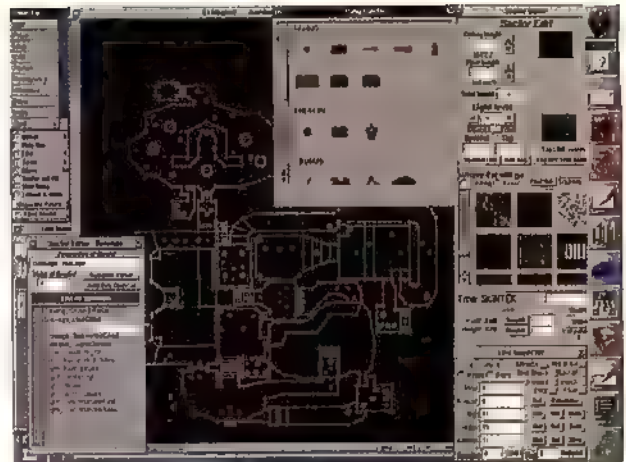
light levels), then brighten up to the initial light level.

With any of the flickering or strobing lighting effects, the individual sector always takes stock of the light levels that surround it. In a dark corridor, a strobe light just wouldn't look right if it diminished entirely to black. Instead, it diminishes to the dim light levels surrounding it, creating a very natural, very real illusion of light.

Diminishing light (which is any light source that is less than full-bright) always darkens away from your location in the game. If you load up DOOM and move into a relatively bright room and begin walking slowly down a dark corridor (after you have dispatched that annoying Cacodemon, of course), you can see the light diminish in clearly defined bands. Each band represents the next dimmer (or brighter) light-level.

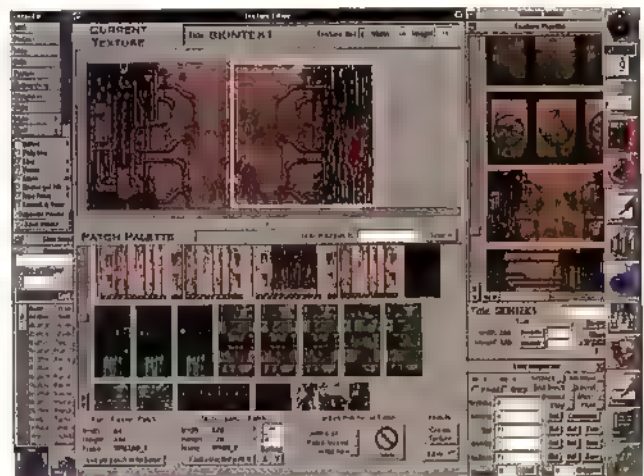
Lighting effects are all interpolated mathematically during the vertical texture mapping routine (one of the few routines coded in assembly code by programmer John Carmack; the bulk of DOOM's code is written in straight ANSI C). With other point-of-view engines (WOLFENSTEIN included), floors and ceilings are drawn first, meeting at the horizon point, then walls are drawn over the fields of color to create the image. In DOOM, there is no over-drawing. The vertical and horizontal texture mapping routines draw exactly what is needed, and nothing more. The drawing actually takes place in an off-screen buffer (actually, three off-screen page buffers) and is then blitted to the screen (*blit* is the term which refers to transferring the memory contents of a page buffer to the video memory area).

In DOOM, the game world and the drawing engine live as two totally different beasts. The game world, where your Space Marine is dispatching a Cyberdemon with a dozen or so rockets, lives at a time rate of 35 frames per second (handled through the use of an interrupt clock), no matter what kind of machine you have (that is why you can play Net DOOM between a 386 and



**WHAT'S NEXT?** Doom's levels are designed on 486 PCs running under the NeXTStep operating system. Multi-tasking at its best.

a 486 and things all mesh together nicely). The graphics engine, which actually draws the image to the screen, runs as fast as your computer can, so a 486-66 has a much higher visual frame rate than a 386-25. The strobe lights flash in sync to the



**TEXTURES SESAME** There's no question that the art is incredible. The question is, is that the Cookie Monster in the right-hand toolbar?

world clock, which means that the strobes will all flash at the same moment on any computer involved in a net DOOM game.

After talking with the programmers at id, I could understand the need to streamline the program to make the most efficient use of the computer. It was natural that faking the light levels, along with other tricks used to create a 3D world, were mandatory concessions to keep the simulation as fluid as possible. Yet, in a dark room, the volume cranked up, and sitting on the edge of my seat, the flickering fluorescent lights don't look faked to me at all. As I hear the growls of some approaching daemon, nearly catching a glimpse of movement as the light flickers to blackness, it all feels very real indeed. ☹



# THE MARKETPLACE

Call your Account Representative, Marci Yamaguchi, at (714) 283-3000 x37 for information on how you can advertise your game, product or service in the economical MARKETPLACE section.



MasterCard/Visa  
1-800-545-6172  
(after 5 p.m.)

## "Powerful programs of growth and adventure"

**MAGIC MIRROR I** . . . a toolbox for your mind. E. Kinnie, PhD., Clinical Psychologist, \$39.95

**MAGIC MIRROR II** . . . experiences for your mind, \$39.95.

**THREE GATES** . . . skryeing, awareness shifting, I Ching and runes, \$39.95

**MERLIN** . . . an apprenticeship, \$29.95

**PHOENIX FIRE** . . . high-tech Ouija Board, \$39.95.

**MAGIC MOUNTAIN** . . . weird adventure, male and female versions, not for children, \$39.95.

Blue Valley, 29 Shepard St., Wallon, NY 13856

Reader Service #48

## PAPER MAYHEM

"The Informative PBM Magazine"

Do you know what PBM (Play-By-Mail) gaming is? If you don't we can help you explore the world of PBM gaming. Paper Mayhem has been leading the way for over 10 years by informing people about PBM gaming. Articles, reviews, biographies, PBM game & company ratings and more fill each issue.

Paper Mayhem has been improving with the ever expanding hobby of PBM gaming since 1983. Each bimonthly issue brings you the latest on PBM news.

So why delay and miss out on all the fun?

**PAPER MAYHEM**  
Dept CG, 1518 Adams St.  
Ottawa, IL 61350-4770

US Subscriptions: Single Issue \$5.00  
1 year \$24.00 - 2 year \$42.00  
FOREIGN SUBSCRIPTIONS: Please Inquire for rates

Reader Service #101

## Introducing the Cybership™

### Encapsulated Computing Environment.

An affordable virtual reality system for your home computer. Enhances the realism of games & simulators. Why do your computing at a desk when you can relax inside the comfortable cockpit of your own Cybership? Inexpensive. Easy to build. Fun to use. For detailed plans & instructions that include provisions for a built-in stereo system, and controllers send \$26.95 to.

**Cybership Systems**  
P.O. Box 166

Cottage Grove, MN 55016 (612) 768 0326

Reader Service #59

## FREE Software! FREE Hardware!

Become a Beta Tester! It's easy! Companies can't afford to pay employees to play games all day in search of programming errors. They need you to test their newest games and hardware.

You can keep what you test Free! For a complete information package on becoming a Beta Tester send \$9.95 + \$3.95 S/H to

**CCB Enterprises**  
PO Box 336  
Saint Marys, GA  
31558



Reader Service #52

## Games Too Expensive? Consider Pre-owned Software

- Save big \$\$\$ over new
- Original disks and manuals
- IBM - AMIGA - C64
- Hard-to-find classics plus all the latest releases
- Call or write for free catalog (specify computer)

**Bare Bones Software**  
940 4th Ave #222 Huntington WV 25701  
**1-800-638-1123**

Customer Service: 304-529-0461  
BBS for complete list: 304-529-7050

Reader Service #45

Reach over  
**100,000**  
volume game buyers in  
**THE MARKETPLACE**

## The NEW CAPE COD CONNECTION ELECTRONIC SHOPPING MALL

Our BBS is back - 24 HOUR Electronic On-Line Shopping is available. • Download our complete new & used Software, Tabletop & Sports Apparel Catalogs, updated daily with new products. • On-Line Ordering 24 Hours • One of the largest used software listing available today. Have us sell your used software on consignment.

Robert Berry, Proprietor  
21 PLEASANT VIEW AVENUE • FALMOUTH, MA 02540

**BBS 508-548-2908 • HELP 508-457-0738**  
**24 HOUR FAX 508-457-4558**

Reader Service #50



# ADVERTISER

# Game and Product Index

FREE

INFO#	PRODUCT	COMPANY	PAGE
195	7th Guest Software	Philips CD-i	156
196	7th Guest Software	Philips CD-i	133
98	Alien Legacy	Sierra Dynamix	105
40	Arena	Bethesda Softworks	4, 5
99	Bio Forge	Origin Systems	31
51	Corridor 7 CD-ROM	Capstone Software	C3
79	Cowboy Casino	Intellimedia Sports	28
67	Cyberstrike	G.E. Information Systems	63
198	Deckmaster Games	Wargames West	143
47	Delta V	Bethesda Softworks	45
65	Disciples of Steel	FormGen Corporation	49
71	Doom	Id Software	C4
194	Doom II	GT Software	33
136	DreamWebb	Empire Software	32
50	Electronic Shopping Mall	Cape Cod Connection	13
*	Épic Pinball	Epic Mega Games	79
80	Falcon & MIG Commander	Keyboard Commander Corp.	73
109	Falcon Gold	Spectrum Holobyte	90
141	Falcon MACH V	Falcon Northwest	41
197	Formation Attack	Spunky Computers	9
*	Front Page Sports: Baseball	Sierra Dynamix	121
131	Game Blaster	Creative Labs	97 - 100
169	Games Master	Keyboard & Terminal Technology	141
42	Girlfriend	AIVR Corporation	74
48	Growth and Adventure Sw.	Blue Valley	48
88	Harvester	Merit Software	143
152	Heros of Might and Magic	New World Computing	27
177	Hex: Heresy of the Wizard	Psygnosis	39
60	Hollywood Mogul	DeVuono DeVuono Games	107
153	Indy Car Racing and Expansion Packs	Papyrus	91
86	Knights of Xentar	Megatech	162
132	Lords of Midnight	Domark Software	15
77	Lords of the Realm	Impressions Software, Inc.	23
93	Mail Order	Mission Control	150, 151
117	Mail Order Games	Titan Games	34
61	Mail Order Peripherals	Direct Wave	126
52	Mail Order Products	CCB Enterprise	143
54	Mail Order Products	Chips & Bits	50, 59
56	Mail Order Products	Computer Express	66, 71
59	Mail Order Products	Cybership	143
69	Mail Order Products	Gosselin Computer Consultants	126
94	Mail Order Products	Multimedia Specialists	153
107	Mail Order Products	Sideline Software	138
115	Mail Order Products	Spectrum Electronics	138

FREE

INFO#	PRODUCT	COMPANY	PAGE
68	Mail Order Software	Gamer's Gold	155
160	Mail Order Software	S Software	131
126	Microforum Family of Products	Microforum	115
188	Multimedia Upgrade Kit	Aztech Labs, Inc.	75
190	New Family AD	CH Products	85
44	Operation Crusader	Avalon Hill	35
*	Own a Modem	American Online Inc.	117, 118
63	Oxyd Magnum	Dongleware	139
101	PBM Magazine	Paper Mayhem	143
168	PC Pedals	InterACTIVE Digital Devices, Inc.	77
187	PC Promo	Gametek	111
120	Phantasmagoria	Sierra On-Line	1
45	Pre-Owned Software	Bare Bones Software	143
43	Raptor	Apogee Software	11
128	ReelMagic Lite	Sigma Designs, Inc.	127
186	Return to Ringworld	Time Warner Interactive	43
199	Rock Video Monthly	Warner Music Enterprises, Inc.	135, 136
174	SimCity CD ROM	Interplay	103
*	Skyrealms of Jorune: Alien L.	Strategic Simulations, Inc.	137
82	SoundMan Wave	Logitech	149
191	Soundscape	Ensoniq	113
*	Space Simulator	Microsoft	88, 89
143	Spear of Destiny Mission Disks	FormGen Corporation	C2
164	Sprint	Sierra Direct	125
184	Star Crusader	Take 2 Interactive Software	92, 93
*	Star Wars Screen Entertainment	LucasArts Entertainment	30
180	Strategy of the Month	Quantum Quality Products	120
97	TFX	Ocean of America	87
119	The Infinity Machine	REM Software	131
138	Theme Park	Electronic Arts	2, 3
185	ThunderSeat Technologies	ThunderSeat Technologies	64
*	Tie Fighter Explode the Myth	LucasArts Entertainment	80
*	Tigers on the Prowl	HPS Simulations	110
116	Ultimate Domain	Software Toolworks	65
200	Video Games	Chips & Bits	36, 37
151	Zephyr	New World Computing	83
175	Zombie Dinos CD ROM	Interplay	95

\* Please see advertisement for contact information.



**COMPUTER  
GAMING WORLD**

**47% SAVINGS &**

**FREE SOFTWARE!**

**Top 10  
Reasons To  
Subscribe To CGW**

- ☐ 1 year (12 issues) \$27.94  
SAVE 41%.
- ☐ 2 years (24 issues) \$49.97  
SAVE 47%
- ☐ Payment enclosed.
- ☐ Bill me later.

Subscribe now and save 47% off newsstands! Plus, get your **FREE Pro Tips Gaming Secrets** disk — an unbeatable collection of hints and clues for winning your favorite and most challenging games, including **X WING** and **Return to Zork**. Mail this card today!

Name (Please Print) 4SAND

Company

Address

City

State

Zip

Basic one-year subscription price \$28.00; on newsstands \$47.40. Canada and foreign add \$11.00 per year. U.S. funds only. Canadian GST included. Please allow 30 days for shipment of first issue. FREE software will be sent upon payment.

**Free Product  
Information**



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**

FIRST-CLASS MAIL PERMIT NO. 768 RIVERTON, NJ

POSTAGE WILL BE PAID BY THE ADDRESSEE

**COMPUTER GAMING WORLD**  
PO BOX 1851  
RIVERTON NJ 08077-9451



NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**

FIRST CLASS PERMIT NO. 278 YORBA LINDA, CA

POSTAGE WILL BE PAID BY ADDRESSEE

**COMPUTER  
GAMING WORLD**

P.O. BOX 730  
YORBA LINDA, CA 92686-9963





# BUSINESS REPLY MAIL

FIRST CLASS MAIL PERMIT NO. 66 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

## COMPUTER GAMING WORLD

P.O. Box 57166  
Boulder, CO 80321-7166

NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES



### COMPUTER GAMING WORLD FREE READER INQUIRY SERVICE

Let us forward your request for further information you'd like to receive on products or services mentioned in CGW.

Name

Address

City, State, Zip

Information must be furnished completely to be processed.

I own....(please circle all that apply)

- .....an IBM (or compatible) **A**
- .....an Amiga **B**
- .....a Macintosh **C**
- .....another home computer **D**
- .....a dedicated game machine **E**
- I have one or more children of the ages ..
- .....3-5 years **F**
- .....6-10 years **G**
- .....11-16 years **H**

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104	105	106	107	108
109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132
133	134	135	136	137	138	139	140	141	142	143	144
145	146	147	148	149	150	151	152	153	154	155	156
157	158	159	160	161	162	163	164	165	166	167	168
169	170	171	172	173	174	175	176	177	178	179	180
181	182	183	184	185	186	187	188	189	190	191	192
193	194	195	196	197	198	199	200	201	202	203	204

Circle #203 for renewal (bill me \$27.94)

Circle #204 for new subscription (bill me \$27.94)

#### CGW Poll #121

- |           |           |           |
|-----------|-----------|-----------|
| 1. _____  | 21. _____ | 41. _____ |
| 2. _____  | 22. _____ | 42. _____ |
| 3. _____  | 23. _____ | 43. _____ |
| 4. _____  | 24. _____ | 44. _____ |
| 5. _____  | 25. _____ | 45. _____ |
| 6. _____  | 26. _____ | 46. _____ |
| 7. _____  | 27. _____ | 47. _____ |
| 8. _____  | 28. _____ | 48. _____ |
| 9. _____  | 29. _____ | 49. _____ |
| 10. _____ | 30. _____ | 50. _____ |
| 11. _____ | 31. _____ | 51. _____ |
| 12. _____ | 32. _____ | 52. _____ |
| 13. _____ | 33. _____ | 53. _____ |
| 14. _____ | 34. _____ | 54. _____ |
| 15. _____ | 35. _____ | 55. _____ |
| 16. _____ | 36. _____ | 56. _____ |
| 17. _____ | 37. _____ | 57. _____ |
| 18. _____ | 38. _____ | 58. _____ |
| 19. _____ | 39. _____ | 59. _____ |
| 20. _____ | 40. _____ | 60. _____ |

61. Playing Lately?

Letter to the Editor (Please give name and city)

### CGW Top 100 Poll Questionnaire

On the CGW Poll card at left, please rate the following games (only if you have played them!) and articles (if you have read them) by using the grade scale of "A" (best) to "F" (worst). Rate the games as if you were a teacher grading a paper. You may assign pluses and minuses to your letter grade (B+, C-, etc.)

#### Games

1. 1942 Pacific Air War (MicroProse)
2. Aces Over Europe (Dynamix)
3. Aegis (Software Sorcery)
4. Al Qadim (SSI)
5. Alone in the Dark II (I-Motion)
6. Arena: Elder Scrolls (Bethesda)
7. Astro Chase 3D (Interplay)
8. Castles II CD-ROM (Interplay)
9. D-Day (Impressions)
10. Day of the Tentacle (LucasArts)
11. Detroit (Impressions)
12. DOOM (id Software)
13. DragonSphere (MicroProse)
14. Fields of Glory (Spectrum HoloByte)
15. Fleet Defender (MicroProse)
16. Flight Simulator 5.0 (Microsoft)
17. Formula One (Spectrum HoloByte)
18. Front Page Sports Football Pro (Dynamix)
19. Gabriel Knight (Sierra)
20. Genghis Khan II (Koei)
21. Goblins Quest 3 (Sierra)
22. Great Naval Battles II (SSI)
23. Harpoon II (Three-Sixty)
24. Hornet (Spectrum HoloByte)
25. Inca II (Sierra)
26. IndyCar Racing (Papyrus)
27. Inherit the Earth (New World Computing)
28. Kingmaker (Avalon Hill)
29. M4 (Deadly Games)
30. Master of Orion (MicroProse)
31. NHLPA Hockey (Electronic Arts)
32. Operation Crusader (Avalon Hill)
33. Origami (QQP)
34. Pacific Strike (Origin)
35. Police Quest 4 (Sierra)
36. Power Poker (Electronic Arts)
37. Privateer (Origin)
38. Ravenloft (SSI)
39. Romance of Three Kingdoms 3 (Koei)
40. Seawolf (Electronic Arts)
41. Serf City (SSI)
42. Sim City CD-ROM (Interplay)
43. SimCity 2000 (Maxis)
44. Star Reach (Interplay)
45. Star Trek: Judgment Rites (Interplay)
46. Tanks (SSI)
47. TFX (Ocean)
48. The Grandest Fleet (QQP)
49. The Harde (Crystal Dynamics)
50. Tigers on the Prowl (HPS Simulations)
51. Ultima VIII: Pagan (Origin)
52. Ultimate Domain (Software Toolworks)
53. Victory At Sea (Three-Sixty)
54. Warlords II (SSG)
55. X-COM (MicroProse)

#### Articles

56. NASCAR Cover Story (pg. 20)
57. Behind the Screens (pg. 24)
58. Joystick Anatomy (pg. 28)
59. Bogey's Bar & Grill (pg. 81)
60. Issue #121 Overall
61. What game have you been playing the *most* lately? (Please list only 1 or 2 titles.)

Letter To The Editor: Use the blank space on the Poll Card for any comments or suggestions you might have regarding our magazine, an individual game, or the computer gaming hobby.



# ADVERTISER

# Company and Phone Index

FREE

INFO#	COMPANY	PHONE NUMBER	PAGE
42	AIVR Corporation	(800) 324-AIVR	48
*	American Online Inc.	*	117, 118
43	Apogee Software	(800) gam-e123	11
44	Avalon Hill	(800) 999-3222	35
188	Aztech Labs, Inc.	(800) 781-1188	75
45	Bare Bones Software	(800) 638-1123	143
47	Bethesda Softworks	(800) 677-0700	4, 5
40	Bethesda Softworks	(800) 677-0700	49
48	Blue Valley	(800) 545-6172	143
50	Cape Cod Connection	(508) 548-2908	143
51	Capstone Software	(800) 468-7226	79
52	CCB Enterprise	(508) 548-2908	143
190	CH Products	(619) 598-2518	85
54	Chips & Bits	(800) 699-4263	50, 59
200	Chips & Bits	(800) 699-4263	36, 37
56	Computer Express	(800) 228-7449	66, 71
131	Creative Labs	(800) 998-5227	141
69	Cybership	(612) 768-0326	143
60	DeVuono-DeVuono Games	(800) 350-5550	107
61	Direct Wave	(800) 882-8108	126
132	Domark Software	(800) 695-GAME	15
63	Dongleware	(617) 497-1130	139
138	Electronic Arts	(800) 245-4525	2, 3
136	Empire Software	(800) 216-9706	69
191	Ensoniq	(800) 942-0096	113
*	Epic Mega Games	(800) 972-7434	13
141	Falcon Northwest	(800) 258-6778	9
143	FormGen Corporation	(800) 263-2390	02
65	FormGen Corporation	(800) 263-2390	31
67	G.E. Information Systems	(800) 638-8369	133
68	Gamer's Gold	(800) 377-8578	155
187	Gametek	*	111
69	Gosselin Computer Consultants	(313) 229-2453	126
194	GT Software	*	28
*	HPS Simulations	(408) 554-8381	110
71	Id Software	(800) IDGAMES	03
77	Impressions Sw. Inc.	(617) 225-0848	23
79	Intellimedia Sports	(800) 886-4956	156
168	InterACTIVE Digital Devices, Inc.	(602) 940-0340	77
174	Interplay	(714) 553-6678	103
175	Interplay	(714) 553-6678	95
169	Keyboard & Terminal Technology	(908) 297-5399	74
80	Keyboard Commander Corp.	(800) 262-6066	90

FREE

INFO#	COMPANY	PHONE NUMBER	PAGE
82	Logitech	(800) 889-0051	149
*	LucasArts Entertainment	(800) STA-WARS	30
*	LucasArts Entertainment	(800) STA-WARS	80
86	Megatech	(800) 258-MEGA	162
88	Merit Software	(800) 238-4277	73
126	Microforum	(416) 656-6406	115
*	Microsoft	(800) 426-9400	88, 89
93	Mission Control	(800) 999-7995	150, 151
94	Multimedia Specialists	(800) 233-0010	153
151	New World Computing	(800) 325-8898	83
152	New World Computing	(800) 325-8898	27
97	Ocean of America	(408) 954-0201	87
99	Origin Systems	(800) 245-4525	04
101	Paper Mayhem	(815) 433-2047	143
153	Papyrus	(800) 814-4507	91
195	Philips CD-i	*	32
196	Philips CD-i	*	33
177	Pygnosis	(617) 497-7794	39
180	Quantum Quality Products	(908) 788-2799	120
119	REM Software	(313) 457-1161	131
160	S Software	(800) 243-1515	131
107	Sideline Software	(800) 888-9273	138
164	Sierra Direct	(800) 795-5979	125
98	Sierra Dynamix	(800) 757-7707	45
*	Sierra Dynamix	(800) 757-7707	97-100
120	Sierra On-Line	(800) 757-7707	1
128	Sigma Designs, Inc.	(800) 845-8086	127
116	Software Toolworks	(800) 234-3088	65
115	Spectrum Electronics	(800) 983-4321	138
109	Spectrum Hoobyte	(800) 695-GAME	41
197	Spunky Computers	*	121
*	Strategic Simulations, Inc.	(800) 245-4525	137
184	Take 2 Interactive Sw	*	92, 93
185	ThunderSeat Technologies	(800) 8-THUNDER	64
186	Time Warner Interactive	(800) 482-3766	43
117	Titan Games	(800) 247-5447	34
198	Wargames West	(800) SOS-GAME	105
199	Warner Music Enterprises, Inc.	*	135, 136

\* Please see advertisement for contact information

## ZIFF-DAVIS PUBLISHING COMPANY

Chairman: Eric Hippeau

Consumer Media Group President: J. Scott Briggs  
Executive Vice President: Mike Edlhart  
Vice President: J. Thomas Cottingham  
Vice President, Editor: n-Chief Computer Life: John Dickinson  
Vice President, Marketing: Ruth P. Slovens  
Director of Electronic Publishing: Sherry Huss  
Business Manager: D. Ian McKinnon

### ZIFF-DAVIS PUBLISHING COMPANY

President, Business Media Group: Ronni Sonnenberg  
President, Computer Intelligence/InfoCorp: Bob Brown  
President, Information Access Company: Robert Howells  
President, International Media Group: J.B. Holston III  
President, ZD Expos: Bi. Lohse

President, Ziff-Davis Interactive: Michael Kolowich  
President, Ziff Technology Group: Ken Jeffers  
Senior Vice President, Circulation: Baird Davis  
Senior Vice President: Rachel Greenfield  
Vice President, Assistant to the Chairman: Tom McGrath  
Vice President, Circulation Services: James F. Rameley  
Vice President, Controller: Howard Skolnik  
Vice President, Creative Services: Herbert Stern  
Vice President, General Manager: Bruce W. Bourne  
Vice President, Human Resources: Rayna Brown  
Vice President, Production: Roger Herrmann  
Vice President, Research: Rolf M. Wulfsberg  
Vice President, Strategic Planning: Robert Ziff  
Vice President, Technology: Bill Marbrone  
Chief Information Officer: Wellington Y. Chiu  
Internal Marketing Consultant: Paul H. Chook

Editorial Director: Lewis D'Yorkin  
Executive Director, Information Systems: Owen Weekley  
Executive Director, Marketing Services: Jim Manning  
Production Director: Walter J. Terlecki  
Director of Licensing: Jean Lamsensdorf  
Director of Public Relations: Gregory Jarboe

### ZIFF COMMUNICATIONS COMPANY

Chairman and CEO: Eric Hippeau  
Senior Vice President & Chief Financial Officer: Bruce R. Barnes  
Senior Vice President: Steven C. Feinman  
Vice President, General Counsel and Secretary: J. Malcolm Morris  
Vice President, Business Manager: T.L. Thompson  
Vice President, Controller and Treasurer: Timothy J. Mitchell

Chairman Emeritus: William B. Ziff, Jr.



# Talk Shop With A Tech Jock

*CGW's Technical Editor Locates CPU Upgrades And Finds Homes For Wayward Peripherals*

by Mike Weksler

*Does DOS leave you feeling as if you've wandered into a cold, dark and mysterious dungeon? Do memory monsters wrest control of your rig, leaving you RAMless in a RAM-demanding world? Look here for answers to your technical dilemmas, delivered by our resident digital dragon-slayer.*

## **SNAP-ON HIGH PERFORMANCE**

Greetings! I own a 486SX-33. After purchasing TERMINATOR RAMPAGE, I found it to run too slow. I'm now paranoid to buy software rated for DX2, DX4 and Pentiums! Is this an isolated case? Please help.

*Cohn Pestinger, Shawnee Mission, KS*

No, it's hardly an isolated case. The hardware demands for high-end games, particularly fast action and simulation games, continue to creep up. Many developers have established the 486DX-33 as their target minimum machine for the rest of 1994.

One economical upgrade solution is the new Intel i486 DX2 OverDrive Processor. Depending on your motherboard configuration, it will either drop into the OverDrive socket, or replace your existing 486SX CPU. With the bit-crunching power of a 486DX2-66, this chip will undoubtedly get your games running as fast as can be expected. The processor is sold as a complete upgrade kit. You get the DX2 OverDrive Processor (with heat sink already attached), a chip puller, a utilities disk, concise documentation, and technical support. The chip is very easy to install, even for a novice. The suggested retail price is \$399, but you can probably hunt down a much lower street price. Beyond that, it's Pentium time.

## **SOUND BLASTER INSANITY**

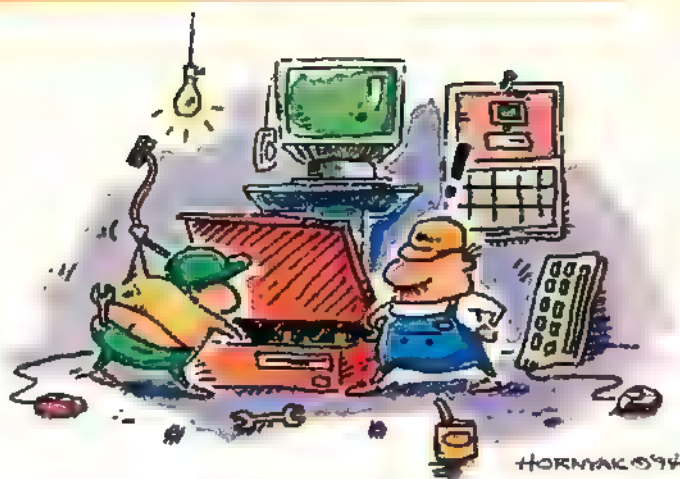
I recently bought a 486 and I'm thinking of buying a Sound Blaster. What differences are there

between the Sound Blaster Pro, Sound Blaster 16, Sound Blaster MCD, Sound Blaster SCSI, and the others? I plan on adding a CD-ROM too, by the way.

*Jorge Asch, Miami, FL*

Let's start with the Sound Blaster Pro Deluxe. With this package you get an OPL3 FM synthesis chip, 8-bit stereo digital audio, and a UART MIDI port. Creative Labs' even throws in a Panasonic (Matsushita) 40-pin CD-ROM adapter. If you want to forgo the one-slot solution for upgrading your FM music to wave table at a later date (you'd have to add a separate synthesis-only card), and you don't mind listening to 8-bit digital audio on an 8-bit card (most games use 8-bit audio sampled at rates between 8 and 22KHz), you could stop here.

If you get a Sound Blaster 16 Basic, you get an MPU-401 MIDI port (so you can jack in your MPU-401 compatible keyboard or Wave Table synthesis module), 16-bit digital audio CODEC, the same OPL3 FM chip, the Panasonic CD-ROM adapter, and a feature connector which lets you snap-on Creative Labs' Wave Blaster daughter card for a wave table synthesis upgrade. This year will be the year of the Wave Blaster compatible daughter card with offerings from Aztech (Wave Power), Roland (Sound Canvas DB), Turtle Beach (Rio) and Media Vision (Wave Table Professional Upgrade). One slot, one source for all your music needs, period. The Panasonic CD-ROM adapter is fine if your CD is compatible, otherwise, Creative Labs offers the Sound Blaster 16 SCSI with an Adaptec 50 pin SCSI-2 host and the Sound Blaster MCD (Multi-CD), which sports three different CD-ROM adapters—Mitsumi, Panasonic and Sony. The Sound Blaster 16 cards can be purchased with or upgraded to use the Advanced Signal Processing chip.



This is useful if you want to mess with Qsound, reverb, chorus and other exotica like audio MPEG compression. For more info, contact Creative Labs at (408) 428-6600.

## **PUT THE JOY INTO JOYSTICKS**

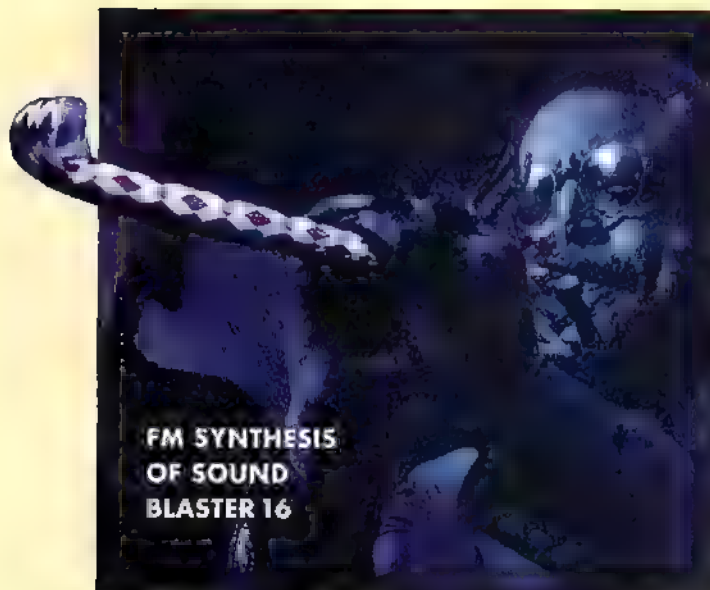
Many of our readers own several joystick-type devices for playing a variety of games. For instance, they might use a Gravis Gamepad for action games like DOOM, a CH Flightstick or Thrustmaster for serious flight sims, or even a driving wheel for racing simulations. For many, switching joystick cables is a major hassle. If you're tired of the back of your computer looking like a telephone operator's nightmare, then you should get to know a company called Lead Pursuit.

The Lead Pursuit folks have just introduced a clever solution for joystick management—the Joyswitch. This baby can handle up to four different joysticks, including your Gravis Gamepad, CH Flightstick, Thrustmaster FCS Pro and driving wheel—all at the same time! Also, you can jack in two different foot controllers so you can have your driving pedals on Footswitch 1 and your rudder controls on Footswitch 2. It even supports the Thrustmaster WCS Mark II. No cheap stuff here, as both cables have thumb screws to secure your rig for combat. The list price is \$49.95. For more information contact: Lead Pursuit, Inc. (714) 362-8698, or the Check Six BBS (714) 362-8299 (8N1, 1200-28.8kb).

*Why don't you share your technical adventures with your fellow CGW readers who may have the same problems? Send your questions, cool hacks, and tips to Under The Hood, c/o Computer Gaming World, 130 Chaparral Ct. Suite 260, Anaheim Hills, CA 92808, or at any of our email addresses (Internet: 76703.622@compuserve.com).*



# DON'T BUY A SOUND BOARD UNTIL YOU'VE HEARD US TOOT OUR HORN.



## **SOUNDMAN® WAVE: GENUINELY BETTER SOUND, FULLY LOADED.**

Maybe you've read\* how wavetable synthesis uses actual recordings of instruments to create synthesized sounds. And how fantastic it sounds versus

regular *FM synthesis*. Well it's true. SoundMan Wave lets games rock and roll with the real thing for an affordable price. And it comes loaded with great software like Recording Session\* and MCS MusicRack.

## **COMPLETE COMPATIBILITY GUARANTEE.**

SoundMan Wave's Yamaha OPL4 chip is completely compatible with the AdLib/Sound Blaster standard so it's backed by a 100% money back



compatibility guarantee, and to back that up we'll give \$500 to the first person that comes across a game with which SoundMan Wave isn't fully Sound Blaster compatible. Right now hot games like X-wing, 7th Guest, Doom and Space Quest 5 already take full advantage of our wave technology. Dozens more are expected to hit the market each month.



## **DON'T BELIEVE US? CALL NOW FOR OUR FREE SOUND ADVICE AUDIO CD AND GET A \$10 REBATE.**

Listen to expert advice about adding sound to PCs, and hear for yourself the incredible difference between SoundMan Wave and run-of-the-mill 16-bit boards. Call for a free Sound Advice Audio CD before supplies run out, and we'll enclose a \$10 rebate coupon.

**1-800-889-0051, OFFER #5E**

\*See PC Magazine, 12/21/93, p. 95. TM & © properties of registered owners.

**COMPUSA**

ESSENTIAL SOFTWARE



The Senseware® Company



# MISSION CONTROL

## FREE SHIPPING!

ON ALL U.S. ORDERS OVER \$50.

VIA UPS GROUND WITH COUPON.

# (800) 999-7995

## The First Wonder of the CyberWorld.

### VIRTUAL VEGAS

COMING SOON ON CD ROM

## PIXIS INTERACTIVE FEATURING: THE "TFUI" INTERFACE

### VIRTUAL VIXENS



### VIRTUAL VIXENS

You must save your friend from the evil Crystal, who has imprisoned him in a VR Pleasure World. You must get past three beautiful women before you can reach Crystal, and solve the mystery of her strange, exotic existence. A Virtual Reality science fiction adventure with 3D animation and graphics combined with high quality live motion video and a virtual realistic interface. Requires: 486, SVGA, 4 MB free hard disk space, 8 MB Ram. CD ROM \$69.

### NEURODANCER

Roam the NeuroNET by hacking into the forbidden worlds of dark mysteries, danger. Use your computer and VidFone to obtain enough credits to view the exotic Neurodancers who roam the computer networks in search of will rag viewers. Featuring 3D animation, interactive game play, and live motion video. Requires: 486, SVGA, 4 MB of Hard Disk, 8 Mb RAM. CD ROM \$69.



## NEW MACHINE PRESENTS!



### THE DREAM MACHINE

The most innovative CD ever! Navigate through a 3D world where your ultimate fantasies come alive. The Dream Machine's beautiful hostess will lead you on an interactive journey through your imagination. The only CD that adapts to your choices. As seen on Donahue, Joan Rivers and CNN.

CD ROM \$69.

### URUSUKIDOKU

Is there any hope for humanity? Will the Legend of the Overfiend become reality? From the animation geniuses who created Space Cruiser Yamato, this is the extraordinary and controversial theatrical masterpiece which singlehandedly launched a whole new genre of Japanese animation. Definitely not for children.

CD ROM \$49.



CD ROM \$49.

CALL US AND USE YOUR MC, VISA OR DISCOVER • 800-999-7995



# C D R O M C E N T R A L

## GAMES

7th Guest 2 The 11th Hour	69	Flight Light Plus	32
7th Guest	43	Flight Slim Toolkit	57
AD&D Al Gable's Curse	45	Gabriel Knight	50
AD&D Dungeon Hack	40	Global Explorer	89
AD&D Fantasy Empires	45	Great Naval Battles 2	45
AD&D Ravenloft	54	Great Naval Battles	54
Agga Guardian of the Fleet	53	Grolier's Encyclopedia 8	79
Air Warrior	29	Hell Cab	63
Alone in the Dark	62	Inca 2	29
Armored Fist	45	Inca	30
Arthur's Teacher Trouble	40	Interplay's Collection	47
Artio Baron	30	Iron Hawk	62
Astronomy Source	62	Just Grandma and Me	37
Backroad Racer	35	King's Quest 8	27
Battlechess Enhanced	29	Labyrinth of Time	62
Betrayal at Krondor	29	Lands of Lore	43
Bible Library	39	Lawnmower Man	43
Blood Hat	50	Learn Fly Fishing	37
Comanche	62	Lord of the Rings	45
Critical Path	62	Lost in Time	60
Daemonsgate	34	Man Enough	60
Dark Legions	40	Mayo Clinic	43
Dark Sun Shattered Lands	54	Mayo Clinic Total Heart	40
DarkSeed	45	Mechanizer	47
Dracula Unleashed	62	MM2 Day of the Tentacle	52
Dragon's Lair	42	Pacific Strike	62
DragonSphere	54	Privateer	60
Eyes of Beholder 1,2,3	54	Putt Putt Goes to the Moon	47
F15 Strike Eagle 3 OEM	23	Putt Putt Joins Parade	39
Fatty Bear Birth Surprise	45	Robot Assault	62
Fatty Bear's Fun Pack	30	Return to Zork	29
Fingers for Windows	30	Sam & Max	42
		Scotlar's Magic Castle	30
		Scrabble Deluxe	35

## ADULT PHOTO CD

3D Darlings	44	101 Sexual Positions 2	40
3D DreamGirls	44	Adult Movie Almanac	89
Adult Reference Library	39	Adventures of Seymour 2	60
Amateur Models 2	39	Burtman's Euro Vacation	29
American Girls	39	Cat and Mouse	29
Asian Ladies	44	Condo Cuddles	39
Asian Palata	29	Digital Dancing	39
Bare Assets	69	Dirty Debutantes	59
Bodacious Beauties	44	Doors of Passion	29
Busty Babes 2	44	Dream Machine	69
Combined Fantasies	44	Hot Wire	69
Double Play 1	49	Maddam's Family	49
Ecstasy	44	Massive Melons	39
Erotic Encounters	29	Night Watch	49
ErotiCafe	29	Nightwatch 2	69
Exotic Girls	39	Paradise Club	49
Girls in Vivid 2	29	Pole Adult Sampler	14
Girls of J. Stephen Hoke	29	Scissors N Stones	49
Girls of Risque	44	Virgins	49
High Volume Nudes	39	Virtual Vixens	79
Hot Bodies	39	Winner Take All	49
Hot Peppers	44		
Northern Delights	44		
More Northern Delights	44		
Southern Beauties	39		
Sweet Dreams Silla	49		
Venus Model Search 83/94	44		
Women on Wheels	44		

## MOVIES

Amorous Asian Girls	59	College Girls	44
Art Of Picking Up Girls	29	Coven	29
Baby's Got Butt	29	Deception	49
Best of Inferno	29	DirtyTalk	59
Best of Vivid	29	Erotica	39
Betrayal	29	Hidden Obsessions	29
Bikini Beach	29	House of Dreams	39
Blonde Justies	29	House of Sleeping Beauties	29
Busting Out	49	Intimids	29
Cafe Flesh	29	Kama Sutra	29
		Legends of Porn II	29
		Mask	29
		Mystique of Orient	39
		Naw Wave Hookers	29
		Naw Wave Hookers II	29
		Night Trips	49
		Pinch of Pepper	29
		Princess of Parola	29
		Rapquet Released	29
		RainWomen	59
		Secrets	29
		Sex	29
		Steamy Windows	29
		Super Models Go Wild	49
		The Barlow Affair	29
		Traci I Love You	29
		Wicked	29
		Wicked Whispers	29

**New Machine  
Adult Sampler  
\$14.**

## 18M DISK GAMES

1942 Pacific Air War	52	Falcon 3.0 Mig 29	37
Aces of the Deep	43	Fields of Glory	42
Aces Over Europe	43	Fleet Defender F-14	50
Across the Rhine	47	Flight Light	22
AD&D Al Gable's Curse	45	Flight Light Plus	32
AD&D Fantasy Empire	40	Flight Slim Toolkit	60
AD&D Ravenloft	50	Formula One	27
Air Warrior	37	Frontier Elite 2	40
Alone in the Dark 2	37	Gabriel Knight	43
Arborea II	32	Gobl no 3	27
Armored Fist	46	Grandest Fleet	39
Beneath A Steel Sky	40	Great Naval Battles 2	47
Betrayal at Krondor	43	Hannibal	32
BloForge	52	Harpoon 2	45
Buzz Aldrin's Race Space	19	Harpoon 2 #2 WESTPAC	30
Carriers at War 2	43	Harpoon 2 Editor	30
Champions	37	High Command	47
Cobra Mission	40	Inca 2	22
Comanche Bundle	45	Incredible Toons	25
Comanche Mission Disk 2	35	Indy Car Pack 1	25
Corridor 7	30	Indy Car Pack 2	25
Cyber GO	40	IndyCar Racing	42
D Day	47	Inherit the Earth	42
Daemonsgate	34	Isle of the Dead	27
Dark Legions	40	Kasparov's Gambit	39
Dark Sun	52	King Maker	37
Delta V	43	King's Ransom	37
Detroit	42	Kingdoms of Germany	37
Dragon Knight 3	43	Lands of Lore	37
Dragon Knight 3 Upgrade	5	Links 385 Castle Pines	22
Dragon's Lair 3.5.25	24	Links 386 Pro	42
Elder Scrolls The Arena	43	Links Course Belfry	22
Empire Deluxe Windows	37	Links Course Innisbrook	22
F-16 Hornet	35	Links Course Pebble Beach	29
Falcon 3.0	50	Master of Orion	45
		MechWarrior 2	47
		Mech Warrior 2 Disk 1	22

**MISSION CONTROL**  
7 Oak Pines  
Dept. CDW0884  
Montclair, NJ 07042

Overseas & Military Orders given special attention

Metal and Lace	34	Timeout Sports Baseball	27
Metal and Lace Upgrade	6	Tower	43
Microsoft Flight Sim 5.0	49	Ultima VIII Pagan	49
MM 2 Day of Tentacle	49	Ultima VIII Speech Pack	22
New York Scenery Disk	34	Unlimited Adventures	37
NHL Hockey '84	43	V Victory 4: Gold Juno	43
Operation Crusader	47	Victory at Sea	45
Pacific Strike	50	Victory Pak	47
Pacific Strike Speech Pk	22	Warlords 2	43
Pacific Theatre of Ops	42	Warlords II Scenario	37
Paris Scenery Disk	34	Washington Scenery	34
Power Game Bundle 2	32	WC 2 & Speech Pak	27
PowerPoker Windows	52	Wings Command Armada	40
Privateer	50	Wings of Glory	50
Privateer: Righteous Fire	25	WW II Battles Pacific	37
Privateer Speech Pack	22	X Com	45
Quartermaster	29	X Wing	42
Raid	40	X Wing Imperial Pursuit	22
Real Weather Pilot	27	X-Wing MD 2 B Wing	22
Return to Zork	49		
Sailing Simulator III VGA	47		
San Francisco Scenery	27		
Serf City Life Is Feudal	35		
Shadowcaster	40		
Siege Walls of Rome	40		
Sim City 2000	43		
SimCity 2000 MD I	18		
Simon the Sorcerer	34		
SSN 21 Seawolf	45		
Star Reach	37		
Star Trek Judgement	37		
Star Trek Next Generation	37		
Stonekeep	47		
Strip Poker Professional	34		
Strip Poker Disk 1-10 ea	20		
Stronghold	40		
Sub Wars 2050	38		
Syndicate	37		
Syndicate Revolt	25		
System Shock	50		
T2 Arcade Game	32		
Terminator Rampage	43		
TEX	54		
The Way	43		
The Merchant Prince	40		
Theme Park	40		
Third Reich	37		
Tie Fighter	43		

## JOYSTICKS

AGM Game Card	35
Flight Control Pro	95
Flight Control System	89
Flight Stick	39
Flight Stick Pro	62
Formula 11	125
G Force Yoke	59
Gamecard III Automatic	34
PC Gamepad	23
Rudder Pedals	115
Virtua Pilot	69
Weapons Control Mark 2	95

## SOUND CARDS

FX 16	89
Pro Audio Spectrum 16	189
Sound Blaster 16 ASP	189
Sound Blaster 16 SC3i	234
Sound Blaster Pro Deluxe	89
Sound Galaxy NX Pro 16	139
Sound Machine Sound Kit	79
UltraSound	129
Voice Blaster	89
Wave Blaster	139

**FREE SHIPPING**

On All US Orders over \$50 via UPS Ground

Simply send in coupon with your order

Expires 6/30/94

**Summer Specials!**

**Harpoon 2**  
**\$40. each**

**Disciples of Steel**

**Get the facts via FaxBack™**

Call 201.783.3374 from your fax machine. Receive information on new releases, Adult CD rom, specials, and more.

**24 HOURS A DAY • 7 DAYS A WEEK**

**Our New Mission Control Communique is here!**

Order our color catalogue filled with New items, CD Rom, Adult CD Rom, Discount Coupons, Complete Listings and more!

FREE with your order, otherwise send \$2.00.

(Outside of US and Canada send \$5.00)

MISSION  
CONTROL



# These Just In

*Here are our quick takes on games that arrived just before press time.*

*You can be sure that the more prominent titles will be given a full review in the next issue.*

## **CASTLES: SIEGE & CONQUEST**

Lest there be confusion in the ranks, this game is actually **CASTLES II** for the Macintosh, with the full-motion video of the DOS game rendered in Quicktime. Featuring film clips from Sergei Eisenstein's classic *Alexander Nevsky* and the BBC documentary *The Private Lives of Henry VIII*, the game is rich in the atmosphere of the period. Although much more of a wargame than the original **CASTLES**, there are plenty of castles to build and many ad-



ministrative duties for a ruler to busy himself with. Diplomatic options vary with the personalities chosen for play, but all characters will nibble on such juicy tidbits as spies, saboteurs and black market trading. Crank up those siege engines, but beware—the computer opponent is a good one, and much guile will be needed to claim the throne. Mac, \$59.95. Circle Reader Service # 1.

**INTERPLAY PRODUCTIONS, INC.**, 17922 FITCH AVE., IRVINE, CA 92714, (714) 553-6655

## **COMEDY CENTRAL—DATING & MATING**

In yet another attempt to turn existing video content into a "multimedia" product, Time Warner has gathered various video vignettes related to life, love, passion and unrequited romance, and shoveled them onto a CD. Taken mostly from stand-up comedy routines, the 50-odd video clips are sorted into joke categories. Among the comedy talent are some heavyweights, the most prominent being Brett



Butler in her pre-*Grace Under Fire* days. Other features include film clips from romantic comedies and a fun live-action screen saver. Although the material is well-packaged in multimedia wrappers, the fact that the comedy is "interactive" adds nothing to the experience, and you'd probably get more yucks for the bucks at a comedy club. IBM, Mac CD-ROM, \$39.95. Circle Reader Service # 2.

**TIME WARNER INTERACTIVE GROUP**, 2210 OLIVE AVE., BURBANK CA, 91506, (800) 482-3766

## **DEPEND THE ALAMO!**

Subtitled *Victory or Death*, this is a quaint little strategy game reminiscent of the old **SPI ALAMO** board game from the 1980s. Don't be put off by the scant rule book; there's a lot of fighting for those gamers hankering to brandish their Bowie knives. Basically, your role is that of Colonel Travis, commander of the beleaguered Alamo garrison. You must send off messengers to enlist help from Goliad and other nearby towns, hoping to stave off defeat longer than the garrison did historically. The artwork blends well enough with



the digitized photos of charging and wounded Mexican soldiers to make you believe for a moment that you are watching a good Mexican War re-enactment. No arcade stuff here—this one demands sound tactics, including when to sortie, where to place cannon, and how to stop Santa Ana's massive forces before running out of precious gunpowder. Perhaps the biggest complaint to be levied against this game is that you can only play the Texan side, which is always a losing proposition. IBM, \$29.95 (plus \$3 S&H). Circle Reader Service # 3.

**INCREDIBLE SIMULATIONS, INC.**, 7115 W. NORTH AVE., SUITE 187, OAK PARK, ILLINOIS 60302

## **EMPIRE SOCCER 94**

This UK import is the latest entry into the computer World Cup competition (for other choices, see the roundup in *CGW* #119). Although sporting better graphics than a typical cartridge game, the emphasis here is action, action, action. After a few



games using mouse or keyboard, your reflexes will eventually hone to the point where overhead kicks and sliding tackles become almost second nature. A modicum of managerial control keeps this game from being just another thumb exercise, but those expecting the soccer equivalent of **EARL WEAVER BASEBALL** are advised to look elsewhere. IBM, Amiga, \$59.95. Circle Reader Service # 4.

**EMPIRE SOFTWARE**, #4 PROFESSIONAL DRIVE, SUITE 123, GANTHERSBURG MD, 20879, (301) 216-9706



# Multimedia Specialists

## 1-800-233-0010

Tech Support: (608) 233-8832

P.O. Box 55164

Madison, WI 53705-8964

Circle Reader Service #94

Visa & Master Card welcomed!

Hours: M-F 9am - 6pm

Sat. 9am - 1pm CST

**CREATIVE**  
CREATIVE LABS, INC.

## Game Blaster CD 16

The Game Blaster CD 16 multimedia upgrade kit features a Sound Blaster 16, a double speed CD-ROM drive, pair of speakers, high performance joystick, and an incredible software bundle including Rebel Assault, Return to Zork, Iron Heist, SIM City 2000, Civilization, Silent Service, F117A, Railroad Tycoon and more!

**NEW!**

**\$375**

**CREATIVE**  
CREATIVE LABS, INC.

## Digital Edge 3X

New from Creative Labs! Along with a triple speed CD-ROM drive, the new Digital Edge 3X features the Sound Blaster 16 SCSI-2 w/ASP, Groh's Multimedia Encyclopedia, Voice Assist, Text Assist, Digital Morph, Rebel Assault, Indy 500. The Simulation, and much more!

**Triple Speed! \$675**

**NEC**

## MultiSpin 3Xi

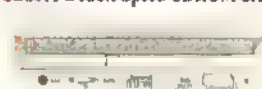


Power users, this is your 'CD-ROM drive'. Lightning fast internal triple speed drive with 195ms access time, 450KB/sec transfer rate, and a continuous-flow 256KB cache. Exceeds MPC level 2 specifications, and is PhotoCD Multisession, and QuickTime compliant. Switchable SCSI 1/SCSI-2 interface.

**New Price! \$429**

**CHINON**

## CDS535 Double Speed CDROM drive



With an access time of 250ms, and a double speed data transfer rate of 300KB/sec and a 256KB buffer, the CDS-535 is one of the fastest drives around! PC Magazine Editor's Choice!

**Complete Kit: \$332**

## CD-ROM Super Buys!

### Sony Media Magic Kit **\$165!**

This multimedia kit is complete with a Sony CDU33A double speed CD-ROM drive, 8-bit interface card, installation software and cables. Everything you need to get started in multimedia is included. Each kit comes with two free CDs including demos of the most popular business and entertainment software!

### Mitsumi dbl spd FX001D **\$155!**

The 250ms, 350KB/sec Mitsumi double speed blows away other CD-ROM drives costing twice as much! The Mitsumi comes complete with a 16 bit interface card, installation software and cables to connect!

## MULTIMEDIA HARDWARE

### MM UPGRADE KITS

Game Blaster CD 16	375
Educational CD 16	324
Digital Edge 3X (NEW!)	675
Creative Omni CD int	195
MV Reno (NEW!)	275
MV 2000 Family kit	349
MV 3000 Super kit	399
MV 4000 Premium kit	499
MV 5000 Pro kit	695
Ree Magic upgd kit	619
Reveal DC230 Hm Ofc kit	249
Reveal DC240 Educ. kit	249
Reveal DC250 Ent kit	249
Reveal DC260 Edu kit	259

### CD-ROM DRIVES

ThunderMedia kit	239
Sony Media Magic kit	169
Aztech CDA268-01A w/k t	149
Chinon CDS 535 internal	332
Chinon CDS 535 nt w/k t	332
Chinon CDX 535 external	424
Chinon CDX 535 ext w/k t	449
Creative Omni CD int.	195
MicroSis Backpack dbl spd	327
Mitsumi FX001D dbl spd w/k t	155
NEC MultiSpin 3Xi internal	429
NEC MultiSpin 3Xi external	539
NEC MultiSpin 3Xi portable	399

### NEC MultiSpin 4X Pro (NEW)

Plextor DM3028 internal	265
Plextor DM3028 int. w/k t	319
Plextor DM5028 external	379
Plextor DM5018 ext w/k t	429
Plextor QUAD Speed	call
Toshiba 3401B internal	319
Toshiba 3401E external	448
Sony CDU 33A bare drive	165
Sony CDU 33A w/k t & 2 CDs	165
Sony CDU-561 01 int	259
Sony CDU-7811-10 ext	489

### SOUND CARDS

Audio Magician Plus	49
Gravis Ultrasound	126

Gravis Ultrasound	126
Gravis Ultrasound MAX	184
MV Pro Audio Studio 16	149
MV Pro Audio Spectrum 16	119
MV Pro Audio Spect 16 basic	95
MV Pro Audio Power Pak	59
MV Pro 3-D Korg	265
MV Premium 3-D SCSI-2	149
MV Premium 3-D MultiCD	149
MV Deluxe Multi CD	call
MV Pro WaveTable Upgd	call
Sound Blaster Deluxe	55
Sound Blaster Pro Deluxe	79
Sound Blaster Pro Value Ed.	79
Sound Blaster 16 Basic	99
Sound Blaster 16 Value Ed.	105

Sound Blaster 16	135
Sound Blaster 16 MultiCD	135
Sound Blaster 16 MultiCD/ASP	172
Sound Blaster SCSI-2	172
Sound Blaster SCSI-2/ASP	199
ASP upgrade ch p	52
Wave Blaster Option	172
VIDEO CAPTURE/OUTPUT	
ADS Game Zapper	104
Video Blaster SE	239
Video Spigot for Windows	199
Pro Movie Spectrum	29
Sigma Designs ReelMagic	364
Reel Magic Lite (NEW!)	287
Call for speakers, SCSI controllers, more!	

## CD-ROM TITLES

1942 The Pacific Air War	call
7th Guest	43
7th Guest 2 11th Hour	53
7th Guest/Dune	47
Aegis: Guardian of Fleet	48
Ar Warrior	39
At Qadim	41
Alone in the Dark	44
Americana MPEG	call
Anima Kingdom MPEG	call
Arthur's Teacher Trouble	36
Armored Fist	31
B17 Flying Fort. w/SS2	32
Backroad Racers	24
Battle Isle I	39
Beneath a Steel Sky	39
BioForge	call
Blue Force: Next of Kin	37
Buzz Aldrin's Race Space	55
C.I.T.V. 2000	31
Campaign	32
Capital Hill MPC	26
Cashies I	46
CD-ROMIX! Freex	14
CD-ROM X! Hardcase	14
CD-ROM X! Prime	14
Challenge CD Pack	26
Chaos Continuum, The	40
Chessmaster 4000	call
Comanche w/Mis. 1&2	57
Companions of Xanth	36
Compton's Int Enycy. MPEG	114
Conq Robin Hood WIN	39
Conspiracy	41
Critical Path	44
Curse of Enchantia	21
CyberGate	36
Demonsgate	29
Darksun	47
Dark Legions	41
Dark Seed	37
Day of the Tentacle/M.M. II	37
Dracula Unleashed	45
Dragon's Lair	33
Dragon's Lair MPEG	36
Dragonsphere	47
Dune/7th Guest Bundle	36
Dungeon Hack	19
Empire Disk Scenario Dsk	65
Encarta Encyclopedia '94	43
ESPN Baseball Tonight	39
ESPN Sun. Nite Football NFL	35
European Racers	39
Eye of Beholder Trilogy	49
Eye of the Beholder 3	46
F117&F15 Senario Disk	44
FA 18 Hornet	54
F15 Strike Eagle 3	44
Family Doctor 3rd Edition	45
Fantasy Empires	37
Frontier Elite II	34
Gabriel Knight	43
Gateway 2	32
Geekwad Games of the Galaxy	25
Geltyburg	39
Great Naval Battles I	49
Great Naval Battles II	41
Gunship 2000 w/Scenario	35
Guy Spy	26
Harrier Assault SVGA	39
Harvester	49
Hell Cab v1.1	46
High Command	48
Horde, The	34
Horde, The MPEG	23
Humans, The	37
Inca	36
Inca 2	36
Indiana Jones Fate of Atlantis	37
Inherit the Earth	24
Interplay's 10 Year Anthology	45
Iron Heist	54

Jet Pack	37
Jones in the Fast Lane	45
Journeyman Project	33
Jump Raven	36
Jurassic Park	47
Just Grandma & Me	36
Julland	19
King's Quest V	65
King's Quest VI	43
King's Quest VI Upgd	39
King's Ransom	35
Labyrinth of Time	49
Lands of Lore	46
Laura Bow 2	44
Lawnmower Man	54
Legend of Kyrandia	44
Lesuire Suit Lory 6	45
Lightning CD	37
Loom	34
Lord of the Rings	43
Lord of the Rings MPEG	32
Lost in Time	25
Lost Treasures of Infocom	39
Lost Treasures Infocom I	49
Lunatic	41
Mad Dog McCree	35
Man Enough	26
Man Enough MPEG	39
Manis Exop Fighter	49
Mavis Teaches Typing	46
Malinee MPEG	48
Maya Clinic: Family Health	34
Maya Clinic: Total Heart	23
Mech Warrior I	37
Mechamander	36
Mega Race	37
Microcosm	36
Microsoft Golf for Windows	37
MPC Wizard 2.0	24
MPC Wizard 2.0 MPEG	45
Myst MPC	54

Neurodancer	43
Neurodancer MPEG	36
Newsweek Interactive #1	42
Newsweek Interactive #2	41
New York MPEG	45
Oh No More Emgs Dual Pk	32
Outpost	46
Patrician	40
PC Globe Maps & Facts	22
Pinball Arcade	33
Police Quest 4 Open Seas	45
Police Quest 4 MPEG	39
Protostar: War Frontier	36
Privateer	37
Quantum Gate	33
Quicken CDROM	48
Ravenloft	39
Rebel Assault	38
Return of the Phantom	42
Return to Zork	call
Return to Zork MPEG	37
Ringworld, Revenge Pat.	31
Rodney CD-ROM	35
Romagalin	29
Romaterial v1.0	38
Sam & Max Hit the Road	43
Scrabble Deluxe	call
Secret of Monkey Island II	42
Secret Weapons of Luftwaffe	45
Seven Days in August MPC	call
Sh. Holmes Can Det 3	37
SimAnt Enhanced	35
Shadowcaster	45
SimCity Enhanced	43
SimCity 2000	37
Sound Track MPEG	48
Space Ace MPEG	39
Space Quest 4	12
Space Shuttle MPC	32
Spear of Destiny	47
Spirit of Excalibur	47

Sporting News MPEG	call
Sports Illus Amnagac MPC	38
Sporting News Pro Football	24
Star Trek 25th Anniv	51
Star Trek Next Gen	54
Star Wars Chess MPC	39
Stellar 7	39
Street Atlas 2.0 USA WIN	89
Strike Commander/Tactical	51
Stronghold	35
Syndicate Plus	41
System Shock	53
T2 Chesswars	26
Theme Park	47
TFX	47
Tony LaRussa BB 2	45
Tota Baseball 1994 Edition	23
Total Distortion	call
U.S. Atlas 4.0	32
Ultima Under. 1 & 2	53
Ultima VIII w/Speech Pack	49
Under a Killing Moon	51
Under a Killing Mn MPEG	call
Video Cube	42
Video Cube Space MPEG	32
Video Cube Sports	42
Video Game Solution CD	22
Who Killed Sam Rupert	20
Who Shot Johnny Rock	36
Wing Commander I Deluxe	34
Wing Commander II/Ult UW	53
Wing Commander II Complete	34
Wing Commander/Ultima VI	34
Wing Commander II	call
Wolf Pack	37
World Atlas MPEG	call
World of Xeen	38
World Circuit Gran Prix	35
World View MPEG	call
Wrath of the Demon	26
Wrath of the Gods	42

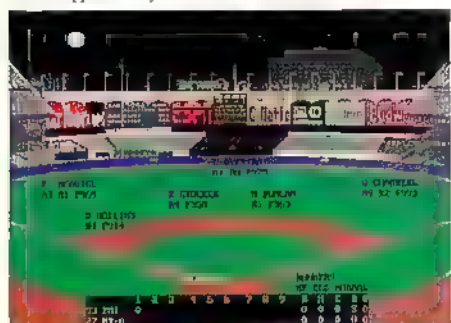
## We only sell CD-ROM!

No surcharge on credit cards. CODs accepted with \$6 charge. Software shipping \$5/order, Canada \$8/order, hardware shipping is 5%. Canada is 6%. Personal and company.



# FULL COUNT BASEBALL 6.0

The fastball pitcher of sports simulation, Lance Hallner, has once again refined his baseball game, and—hold on to your VGA monitor—he has included graphics this time around. While retaining its easy-to-learn game system, the latest version in-

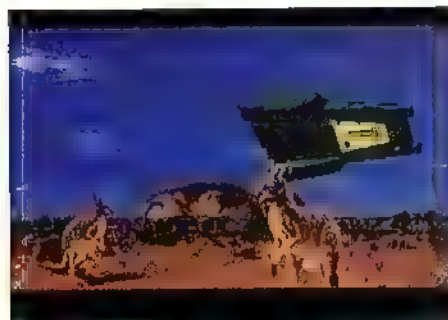


cludes enhanced modeling for fielding range, better computer managers, and ratings for some 70 different ballparks. Sparky Anderson wannabes may input their own players via a three-dozen part checklist. Auto-schedules, middle relief pitchers, defensive replacements in the bottom of the ninth, it's all here...though the digital hotdogs could use some relish. IBM, \$39.95. Circle Reader Service # 5.

LANCE HALLNER GAMES, P.O. BOX 100594, NASHVILLE TN, 37224, (615) 366-8088.

# INCA II

Erich von Daniken would feel right at home in this bizarre universe where the ancient Incas fly starships throughout the galaxy. Part puzzle game, part adventure, with a lot of high-velocity space combat action, this French game at times will appeal to all genre aficionados, at most other times to no one. The schizophrenic gameplay is aggravated by the voice acting, which is so bad in spots that you have to



think it's a joke. Beautiful artwork, good action sequences, and a solid soundtrack may be enough for fans of the first INCA, but other potential gaming anthropologists are advised to excavate carefully before putting this title in their museum. IBM, \$34.95. Circle Reader Service # 6.

SIERRA ON-LINE, P.O. BOX 978, OAKHURST CA, 93644, (800) 757-7707.

# HARPOON II

This *magnum opus* of modern naval warfare has sailed in vapor land so long, we expected it to emerge laden with seaweed. No one seriously doubted project leader Carl Norman's sincerity, but the big surprise is that the long wait has significantly helped the product, despite the complications surrounding its difficult birth. One of the designers' intentions was to create a DOS environment that would run like Windows, without the time lag—and generally, they have succeeded. The game is complex, even intimidating, but the new toolbar interface and thorough manual, combined with solid tutorials, should make admirals out of landlubbers in no time. Those concerned about the slippage of our



old nemesis, the Soviet Union, should rest easy, as the designers have devised a number of new villains and clever scenarios for endless naval war delights. 360 Pacific has finally launched a full spread of ship-to-ship missiles with this release. IBM, \$69.95. Circle Reader Service # 7.

THREE SIXTY PACIFIC INC., 2402 BROADMOOR AVE. C-101, BRYAN TX, 77802.

# M4 SHERMAN TANK SIMULATOR

Dubbed by CGW's Alan Emrich as a "simulator lite" when first released for the Macintosh, this game allows tank enthusiasts to button down in Windows comfort. Although you view the WWII battlefield through the eyes of the driver, gunner and commander, the game is played largely through audio input using the official "Deadly Games headphones" that are included. Radio messages are appropriately static-filled, and conversations with the



crew are in natural G.I. jargon. Similar to Rene Vidmer's other designs, U-BOAT and BOMBER, this game is best played in seclusion; too many interruptions will find you missing important messages, and looking down the business end of an '88. Don't be fooled by the plain brown packaging, because M4 has a lot of wear in its treads for the gamer who doesn't need a complex simulation. Windows, \$44.95. Circle Reader Service # 8.

DEADLY GAMES, 312 E 23, NY, NY 10010, (212) 475-2377.

# MONOPOLY

MONOPOLY is less a game, it seems, than an American institution. How many other board games keep normal families up until the wee hours, haggling over the relative worth of a railroad deed? Luck-dependent and patterned, the game's great success stems largely from its simplicity, which has been largely captured in this painstakingly faithful version. The interface uses color and familiar MONOPOLY icons in such a way that anyone will feel right at home. While the AI is OK, the best thing about this product is that it allows you to play more home-brewed versions of MONOPOLY—



since virtually no one plays the game with the rules as written. By all means, do not pass GO, don't expect to collect \$200, but *do* expect to stroll right to Boardwalk with this title. Mac, \$29.95. Circle Reader Service # 9.

INTERPLAY PRODUCTIONS, INC., 17922 FITCH AVE., IRVINE, CA 92714, (714) 553-6655.

# SEAWORTHY

Some salty old simulators have set sail again, thanks to the nostalgic admirals at Alliance Interactive. PT BOAT sports the famous quote by JFK, along with a reproduction of a comic-style US Navy Issue *Know Your PT Boat*, to go along with the instruction manual. Nonetheless, the play sometimes seems as shallow as the waters in which PTs often operated. SUB BATTLE SIMULATOR, on the other hand, won several awards in its initial release, and is certainly a better simulator than some submarine



WE HAVE  
**OVER 2,000 TITLES**  
call for more!

# USED IBM GAMES

COMPLETE & VIRUS FREE;  
WITH THE ORIGINAL BOX,  
DOCUMENTATION AND  
DISKS

888 ATTACK SUB	8
7TH GUEST-CD ROM	32
A TRAIN	19
A-TRAIN CONST SET	9
A.T.A.C.	15
A10 TANK KILLER VER 1.5	14
ABC MDN LGHT FOOTBALL	5
ACES OF THE PACIFIC	21
ACES OF THE PAC-MISSION	13
ACES OVER EUROPE	29
ADV OF WILLIE BEAM-SH	16
A.R. DUEL	21
A.R. WARRIOR SVGA	23
ALL AMER CAN COLLEGE FB	9
ALONE IN THE DARK	19
ALONE IN THE DARK-CD ROM	34
ALONE IN THE DARK 2	28
ALTERED DESTINY	16
AMAZON	6
AMER CAN GLADIATORS	10
ANCIENT ART OF WAR-SEA	8
ANCIENT ART OF WAR-SKY	8
ARCHON ULTRA	29
ARENA-E. DER SCROLLS	32
ASHES OF EMPIRE	26
B.A.T.	4
B17 FLYING FORTRESS	15
BALANCE OF THE PLANET	8
BATTLE CHESS-WIN	14
BATTLE CHESS 4000	18
BATTLEHAWKS 1942	5
BATTLES OF DEST NY	16
BETRAYAL AT KRONDOR	29
BICYCLE POKER	14
BIRDS OF PREY	19
BLOODWYCH	7
BLUE FORCE NEXT OF KIN	25
BO JACKSON BASEBALL	5
BRAIN BLASTER	6
BUZZ ALDRIN RACE SPACE	28
CARRIEN COMMAND	32
CARRIERS AT WAR 2	5
CASTLE OF DR BRAI-VGA	17
CASTLES	9
CASTLES 2	19
CENTURION DEF ROME	5
CHALLENGE OF 5 REALMS	16
CHAMBER SCI MUTANT P	12
CLASH OF STEEL	29
COASTER	9
CODE NAME: ICE MAN	15
COHORT 2	5
COMMAND HQ	6
COMPANION OF XANTH	27
CONFLICT	4
CONQUERED KINGDOMS	25
CONQUESTS OF CAMELOT	5
CONQUESTS OF LONGBOW	9
CORPORATION	5
COVERT ACTION	5
CRIME CITY	13
CRIME WAVE	9
CRISIS IN THE KREMLIN	11
CRITICAL PATH - CD ROM	28
CURSE OF AZURE BONDS	9
CURSE OF ENCHANTIA	21
CYBER RACE	22
CYBER SPACE-CD ROM	32
D-GENERATION	16
DAEMONSGATE	23
DAEMONSGATE-CD ROM	22
DAGGER OF AMON RA	18
DARK CENTURY	18
DARKLANDS	9
DAY OF THE TENTACLE	26
DAY OF THE TENT-CD ROM	29
DAY OF THE VIPER	7
DAWE	8
DUNE 2	28
DUNGEON HACK	29
EARTHRISE	4
ECOQUEST-VGA	15
EL FISH	23
ELITE PLUS	6
EYE OF BEHOLDER 3-CD ROM	32
EYE OF THE BEHOLDER	9
EYE OF THE BEHOLDER 2	15
F-117A STEALTH FIGHTER	14
F15 STRIKE EAGLE 2	9
F15 STRIKE EAGLE 3	24
F19 STA.LTH FIGHTER	6
FALCON 3.0	28
FALCON 3.0 FIGHTING TIGER	16
FALCON AT	9
FLAMES OF FREEDOM	6
FOUR CRYS OF TIAZERE	9
FREDDY PHARKAS FRONTIER	19

JACK NICKLAUS SIGNATURE	19
JACK NICKLAUS UNLIM GOLF	13
JAMES BOND STEALTH A	7
JET FIGHTER 2 0	22
JIM CONNORS PRO TENNIS	13
JOE MONTANA FOOTBALL	12
JOURNEYMAN PRJCT-CD ROM	26
KASPAROV'S GAMBIT	29
KGB	11
KILLING CLOUD	4
KING'S QUEST 4 - EGA	13
KING'S QUEST 5 - VGA	15
KING'S QUEST 6 - CD ROM	15
KING'S QUEST 6 - VGA	15
KINGDOMS OF GERMANY	26
KNIGHTS OF THE SKY	12
LABYRINTH OF TIME-CD ROM	29
LAFFER UTILITIES	12
LANDS OF LORE	22
LASER SQUAD	7
LAST DINO EGG - CD ROM	24
LEGACY: REALM OF TERROR	24
LEGEND OF FAERGHAIL	12

MICROSOFT ARCADE - WIN	15
MIDWINTER	5
MIG-29 FULLCRUM	14
MIGHT & MAGIC 4 CLQJDS	25
MIGHT & MAGIC 5 DARKS DE	29
MIT & MAG-WORLD-CD ROM	39
MIKE DITKA FOOTBALL	7
MIXED JP FAIRY TALES	16
ML FOOTBALL 2	8
MONKEY SLAND - CD ROM	22
MONOPOLY DELUXE	19
MONOPOLY	8
MONOPOLY DELUXE - WIN	19
MORPHMAN - CD ROM	21
MASCAR CHALLENGE	16
NFL 94 FOOTBALL	19
NFL COACHES CLUB	25
NF. FOOTBALL	5
NFL PRO LEAGUE FB '93	12
NFL PRO LEAGUE FB 91	5
NFL PRO LEAGUE FB 92	9
NFL VIDEO FOOTBALL	10
NHL HOCKEY	29

REX NEBULAR COS GEN BEN	19
RING WORLD	19
RSE OF THE DRAGON-VGA	15
ROAD TO THE FINAL FOUR	19
ROBOSPORT - WIN	21
ROME PATHWAY TO POWER	19
SARGON 4	5
SAVAGE EMPIRE	14
SCRABBLE	9
SEAL TEAM	28
SECRET OF 5 LIVER BLADES	5
SECRET WEAPONS ADD ONS	8
SECRET WEAP LUT CD ROM	18
SECRET WEAP LUTWAFFE	19
SENTINAL WORLDS 1	3
SEVEN CITIES OF GOLD	22
SHADOW GASTER	17
SHADOW OF YSERBILS	18
SHADOW SORCERER	6
SHADOWGATE - WIN	19
SHADOWLANDS	13
SHERLOCK HOLMES-CD ROM	22
SHUTTLE	12

STUNT ISLAND	16
STUNTS	10
SUBWAR 2050	24
SUMMON NG	9
SUPER TETRIS	17
SWORD OF THE SAMURAI	8
SYNDICATE	18
TAKE-A BRK CROSSWORDS	14
TANGLED TALES	9
TANK	13
TEGEL'S MERCENARIES	5
TERMINATOR	9
TERMINATOR 2: CMESS	29
TERM NATOR 2029	19
TERM NATOR 2029: OPER	16
TERMINATOR RAMPAGE	21
TEST DRIVE 3	19
TETRIS	10
THE PROPHECY	10
THEIR FINEST HOUR	9
THEIR FINEST HOUR	12
THIRD COURIER	4
THUNDERSTRIKE	9
TIN ES	8
TOM LANDRY FOOTBALL	11
TONY LARUSSA 2 A.JNL	8
TONY LARUSSA 2 FANT	9
TONY LARUSSA ULT 88	5
TONY LARUSSA 2 '92	6
TORNADO	29
TREASURES SAV FRONTIER	9
TV SPORTS FOOTBALL	8
TWILIGHT 2000-VGA	16
ULTIMA 5-WARRIORS DES	16
ULTIMA 5: FALSE PROPHECY	11
ULTIMA 7-BLACK GATE	26
ULTIMA 7 FORGE OF VIRTUE	10
ULTIMA 7: SERPENT ISLE	27
ULTIMA 8 SPEECH PACK	10
ULTIMA 8 PAGAN - CD ROM	38
ULTIMA 8 PAGAN	38
ULTIMA UNDERWORLD 1	16
ULTIMA UNDERWORLD 2	26
ULTRABOTS	21
UMS 2	5
UMS 2: DESERT STORM	5
UMS 2: PLANET EDITOR	5
UNNECESSARY ROUGHNESS	29
V VICTORY UTAH BEACH	9
V VICTORY: VELIKIYE L	9
VAXINE	9
VEIL OF DARKNESS	18
VENGEANCE OF EXCALIBUR	5
VETTE	9
VIS ONS OF AFTERMATH	7
WALLS OF ROME	21
WAYNE GRETZKY HOCKEY	5
WEAVER BASEBALL 2	5
WELLTRIS	10
WHEN TWO WORLDS WAR	23
WHERE IN WLD DLX CD ROM	29
WING COM/ULT 6-CD ROM	19
WING COMMANDER 1	9
WING COM 1 DELUXE	18
WING COMMANDER 2	18
WING COM 2 OP 1 OR 2	15
WING COM 2 SPEECH	6
WING COM ACADEMY	18
WING COM M-SS 1 OR 2	5
W ZARDRY 6-COSMIC FORGE	12
W ZARDRY 7-CRUSADERS	22
WONDERLAND	8
WOR.D CIRCUIT	13
WOR.D TOUR TENNIS	21
WOR.D WAR 2: BATTLES	19
WW2: AIR FORCE COMMA	21
X-WING	29
YEAGER'S ADV FLIGHT	4

## GAMER'S GOLD

WE PAY CASH FOR USED GAMES

We want your current used games

**1-800-377-8578**

call for authorization before shipping or  
FAX list for current quotes to 605-334-8764

In Canada, call 605-339-2060

## WE SELL USED GAMES

All games are tested & IBM disks virus checked

games are in original box with original documentation

Call for current title availability



WE ACCEPT ONLY  
VISA/MasterCard/Discover  
Money Orders/Cashiers Check



Most items shipped same day. \$5 UPS/\$9 2nd Day Air  
call for information on Canadian shipments

GAMER'S GOLD • 1008 W. 41st Street • Sioux Falls • South Dakota • 57105

## WE'RE BUYING!

WE NEED GAMES!  
**IBM GAMES**

Got Something To Sell?  
Follow these Easy Steps

1. Prepare a list of the games you are selling. Call, fax, or mail your list to **GAMER'S GOLD**.

2. **GAMER'S GOLD** will quote the current buying prices & issue an authorization number for your shipment. Games will not be accepted without an authorization no. Price quotes are good for 14 days.

3. Pack games in box. Write authorization no. clearly on outside of box. Mail to **GAMER'S GOLD**. Save your authorization no. We can't answer questions about your shipment without your number!

4. If you would like to use your money or credit to purchase games, include a "wish list" of titles you are interested in.

5. Your check will usually be mailed within 10-14 working days of receiving your games. Some "wish list" game credits may take slightly longer to fill.

Games will be checked for viruses & completeness. Games must be complete with all disks, printed materials, & in original box. Incomplete games will be returned at your expense.

FRONT PAGE FOOTBALL	12
FRONT PAGE FOOTBALL PRO	29
FUTURE WARS	5
GATEWAY	11
GATEWAY 2 - CD ROM	22
GATEWAY 2: HOMEWORLD	24
GEEKWAD - CD	21
GLOBAL CONQUEST	9
GLOBAL DOMINATION	24
GOBL LNS 1 - VGA	9
GODFATHER	6
GOLD RUSH	8
GRAIL QUEST	9
GREENS	22
GLNSH P 2000 - VGA	17
GLNSH P 2000 VGA-CD ROM	24
GLY SPY	10
HAND OF FATE	21
HARDBALL 3	16
HARDBALL 3 PLAYERS DISK	6
HBALL 3: DIAMOND COLL	29
HARPOON	7
HARRIER ASSAULT	19
HEART OF CHINA - VGA	9
HEIMDALL	4
HERS TO THE THRONE	21
HELL CAB - WIN - CD ROM	29
HEROES OF THE 35TH	11
HIRED GUNS	18
HOUND OF SHADOW	8
HOVERFORCE	16
INCA	14
INCA - CD	15
INDY JONES FATE OF ATLAN	19
IRON HELIX - CD ROM	32
JACK NICKLAUS GREATEST	15

LEGEND OF KYRANDIA	15
LEG OF KYRANDIA-CD ROM	24
LEISURE SUIT LARRY B	19
LETHAL TENDER	9
LEXICROSS	9
LIGHTSPEED	4
LINE IN THE SAND	9
LINKS GOLF	18
LOOM	9
LOOM - CD ROM	18
LOST ADMIRAL	13
LOST FILES SHER HOLMES	19
LOST IN TIME	16
LOST IN TIME	14
LOST IN TIME - CD	15
MADDEN FOOTBALL 1	6
MADDEN FOOTBALL 2	12
MAELSTROM	19
MAGIC CANDLE 2	5
MAGIC CANDLE 3	5
MAN ENOUGH - CD ROM	19
MANHOLE - CD ROM	23
MANHUNTER SF	6
MANTIS EXP FIGHTER VGA	11
MAR O ANDRETTI RACING	11
MARTIAN DREAMS	10
MART AN MEMORANDUM	13
MASTER OF ORION	34
MAX OKL OVER THE EDGE	17
MAXIMJIM OVERKILL	27
MAX OVERKILL M-SSION 1	12
MEAN STREETS	5
MEGATRAVELLER 1	4
MEGATRAVELLER 2	7
METAL & LACE	23
MICHAEL J. JORDAN FLT SIM	14

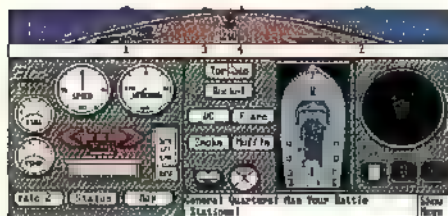
NIGHTSHIFT	9
NO GREATER GLORY	18
NOBLUGA'S AMBITION	12
NOVA 9: VGA	8
OBITUUS	9
OLT OF THIS WORLD	16
OVERLORD	6
PACIFIC ISLANDS	17
PATRIOT	8
PATTON STR KES BACK	7
PERFECT GENERAL	19
PERFECT GENERAL SCEN	8
PERFECT GENERAL TRIL	32
PLANET'S EDGE	12
PLAYMAKER FOOTBALL	6
POLICE QUEST 3 - VGA	18
POOL OF RADIANCE	9
POWERMONGER	12
PRO LEAGUE FB '93	19
PRO TENNIS	10
PROPHECY OF THE SHADOW	4
QUARTERPOLE	10
QUEST FOR GLORY 4	28
RAILROAD TYCOON	11
RAVENLIGHT	34
REALMS	7
REALMS OF ARKANIA	18
REBEL ASSAULT CD ROM	36
RED BARON - VGA	15
RED BARON MIS BU LDER	12
RED CRYSTAL	21
RED STORM R SING	6
RET OF PHANTOM-CD ROM	29
RETURN OF THE PHANTOM	14
RETURN TO ZORK	29
RETURN TO ZORK - CD ROM	35

SILENT SERVICE 2	9
SIM ANT	16
SIM CITY	17
SIM CITY 2000	29
SIM CITY TERRAIN	10
SIM EARTH	13
SIM LIFE - WIN	22
SIPHEED	6
SKATE OR DIE	3
SORCERIAN	8
SPACE QUEST 1 - VGA	10
SPACE QUEST 4 - CD ROM	22
SPACE QUEST 4 - VGA	15
SPACE QUEST 5 - VGA	19
SPACEWRECKED	8
SPEAR OF DEST NY	23
SPEC AL FORCES	18
SPELLCASTING 101	13
SPELLCASTING 201	19
SPELLCASTING 301	24
SPELLCASTING PRTY PK CD	29
SPELLCRAFT ASPECT OF VAL	15
SPELLJAMMER P RATES	13
STAR TREK 25TH ANN.	15
STAR TREK JUDGEMENT	22
STAR WARS CHESS	24
STELLAR 7	9
STORMOVIC	6
STRATEGO	19
STREET FIGHTER 2	22
STRIKE ACES	9
STRIKE COMMANDER	24
STRIKE COM SPEECH	5
STRIKE SQUAD	21
STRONGHOLD	24
STUNT DRIVER	10

Prices & availability subject to change. Call Toll Free for current titles and those not listed—we've got lots more! All Used Games are complete & virus free with original box, documentation & disks. System compatibility is not guaranteed. All sales are final—defective games replaced with same title. Free shipping (Regular Ground) in the continental USA on orders over \$150.

**we Buy & SELL**





games of the past year. While the two games have been re-released separately on disk, this version is the better buy, especially as it includes the fun little P-51 MUSTANG as a secret bonus. The big question is whether VGA drivers and CD convenience are enough reason to dive into a 7-year old design, especially when the graphics are straight out of the old C-64 days. IBM CD-ROM, \$29.99. Circle Reader Service # 10

ALLIANCE INTERACTIVE SOFTWARE, 1895 N. PINE ISLAND ROAD #103, PLANTATION, FL, 33322, (305) 423-4289.

#### SHANGHAI II: DRAGON'S EYE

Perhaps it is the winds of CHICAGO or Windows NT blowing on the industry, but the number of Windows conversions has definitely increased. This offshoot of Mah-Jongg has tiles painted to represent differ-

ent years in the Chinese calendar, making a worthy gift for those born in the Year of the Bear. In addition to the usual puzzle-style game, there is a competitive two-player contest, where one player tries to build a

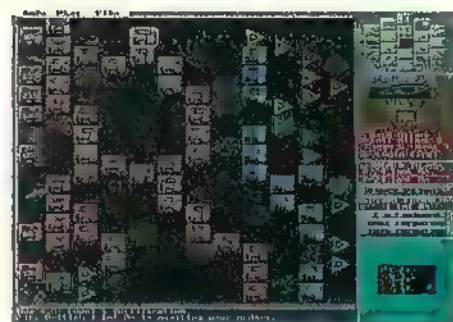


"dragon" of tiles, while the opponent tries to slay the dragon by removing tiles. Simple in concept yet quite challenging, the eight different tile sets alone offer enough variety to keep this on the hard drive, at least until the next Year of the Dragon comes around. Windows, \$39.95. Circle Reader Service # 11.

ACTIVISION, P.O. Box 67713, Los Angeles CA, 90067, (800) 477-3650.

#### WARGAME CONSTRUCTION SET II: TANKS

Even if Norm Koger hasn't been designing games since the Battle of the Marne, it



still seems as though he's been around quite a while. His latest creation allows you to return to the days when tanks were overblown machine guns with treads, following them through a gangly armored adolescence, up to the fast and deadly masters of the battlefield that they are today. As the title implies, this product is tailor-made for designing your own scenarios, where not only tanks, but helicopters, cavalry, infantry and even bicycle units are available. Although the turret here points more toward "game" than exacting historical analysis, most wargamers will find plenty to keep them occupied, especially in the longer campaigns. IBM, \$69.95. Circle Reader Service # 12.

STRATEGIC SIMULATIONS INC., 675 ALMANOR AVE., SUITE 201, SUNNYVALE CA, 94086, (408) 737-6800

**Live-Action Players Entertain And Teach All At Once!**

## Learn Poker From The Best In The West.

Sit down at the Cowboy Casino. And play high-stakes poker against five wise-cracking card sharps. **Your opponents are tough.** A mean Cowboy. Cunning Riverboat Gambler. Sneaky Bandito. Sarcastic Dude. A crazy Prospector and his mule. They insult you. Show no mercy. Make you laugh at your mistakes. **But Ace the bartender's your edge.** He teaches you the odds. When to open, raise, check,

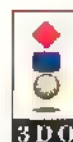
fold or bluff. Plus winning strategies for Five-Card Draw...Five and Seven-Card Stud...and Texas Hold 'Em. Hundreds of action scenes, great graphics and sound make this game a sure bet. **Call**

**1-800-357-5238 now for names**

of IntelliPlay® dealers, and

get Cowboy Casino  
in your choice  
of Multimedia  
PC or 3DO.

And start playing to win.



**IntelliPlay®**

Circle Reader Service #79



# THE SCORE

Welcome to the Cooperstown of Computer Games. Here, raised upon pedestals, you'll find the games that broke the records, established the benchmarks, and held gamers in delighted trances for hours untold.

## CGW HALL OF FAME

- THE BARD'S TALE** (Electronic Arts, 1985)
- BATTLE CHESS** (Interplay Productions, Inc., 1988)
- CHESSMASTER** (The Software Toolworks, 1986)
- CIVILIZATION** (MicroProse, Inc., 1991)
- DUNGEON MASTER** (FTL Software, 1987)
- EARL WEAVER BASEBALL** (Electronic Arts, 1986)
- EMPIRE** (Interstel, 1978)
- F-19 STEALTH FIGHTER** (MicroProse, Inc., 1988)
- GETTYSBURG: THE TURNING POINT** (SSI, 1986)
- GUNSHIP** (MicroProse, Inc., 1989)
- HARPOON** (Three-Sixty Pacific, 1989)
- KAMFFERUPPE** (Strategic Simulations, Inc., 1985)
- KING'S QUEST V** (Sierra On-Line, Inc., 1990)
- M-1 TANK PLATOON** (MicroProse, Inc., 1989)
- MECH BRIGADE** (Strategic Simulations, Inc., 1985)
- MIGHT & MAGIC** (New World Computing, 1986)
- M.U.L.E.** (Electronic Arts, 1983)
- PIRATES** (MicroProse, Inc., 1987)
- RAILROAD TYCOON** (MicroProse, Inc., 1990)
- RED BARON** (Dynamix, 1990)
- SIMCITY** (Maxis, 1987)
- STARFLIGHT** (Electronic Arts, 1986)
- THE SECRET OF MONKEY ISLAND** (LucasArts, 1990)
- THEIR FINEST HOUR** (LucasArts, 1989)
- ULTIMA III** (Origin Systems, Inc., 1983)
- ULTIMA IV** (Origin Systems, Inc., 1985)
- ULTIMA VI** (Origin Systems, Inc., 1990)
- WAR IN RUSSIA** (Strategic Simulations, Inc., 1984)
- WASTELAND** (Interplay Productions, Inc., 1986)
- WING COMMANDER** (Origin Systems, Inc., 1991)
- WIZARDRY** (Sir-Tech Software, 1981)
- ZORK** (Infocom, 1981)

## HOF HIGHLIGHTS

### BATTLECHESS INTERPLAY, 1988

When Interplay's **BATTLECHESS** was released on the Amiga in 1989, it shot straight to the top of the CGW Poll. Its beautiful slapstick animations showcased the Amiga's sound and graphic capabilities, and put an interesting new spin on an ancient game. **BATTLECHESS** became not only a perennial in the CGW Poll ratings, but also a showcase product for the first level of multimedia standards. It sold hundreds of thousands of copies covering just about every game platform imaginable, and spawned an entire genre of animated chess products. By introducing **BATTLECHESS**, Interplay became the Franklin Mint of computer chess publishers. Interplay's improvements to the chess engine and animations have taken many forms, perhaps the most successful being their use of claymation techniques in **BATTLECHESS 4000**. Sparked by a keen attention to detail, the sequels to **BATTLECHESS** are a fine example of the Interplay formula for success.



### CHESSMASTER SOFTWARE TOOLWORKS, 1986

When **CHESSMASTER 2000** was introduced, it provided a variety of levels of computer opponents, along with an easy-to-use interface. When introduced into the CGW Hall of Fame, it was generally accepted as the strongest chess engine around. Although the competition among chess simulations is much tougher these days, **CHESSMASTER** continues to develop. Recent additions include advice given in digitized speech, SVGA graphics, and improved sound support. For the chess enthusiast, the myriad of classic games and chess problems provide entertainment for players of all skill levels. The current version, **CHESSMASTER 4000** (see CGW # 114), offers over two dozen opponents based on great chess grandmasters throughout the ages. Defined by 17 different attributes, these computer players each have a unique style, and add not only challenge, but endless variety to this most consistent and prestigious line of chess games.





## TOP ADVENTURE GAMES

RANK	GAME	COMPANY	SCORE
1	Day of the Tentacle	LucasArts	10.01
2	Monkey Island 2	LucasArts	9.87
3	Indiana Jones: Fate of Atlantis	LucasArts	9.79
4	Gabriel Knight	Serra	9.58
5	Quest for Glory III	Serra	9.56
6	Sherlock Holmes CD I	Vicom	9.55
7	Star Control II	Accolade	9.33
8	The Seventh Guest	Virgin	9.32
9	Sam & Max Hit the Road	LucasArts	9.28
10	Last Files of Sherlock Holmes	Electronic Arts	9.20



## TOP ROLE PLAYING GAMES

RANK	GAME	COMPANY	SCORE
1	Ultima Underworld	Origin	10.22
2	Betrayer at Kronder	Dynamix	9.56
3	Ultima Underworld II	Origin	9.42
4	Might & Magic III	New World Computing	9.41
5	Lands of Lore	Virgin	9.38
6	Might & Magic: Darkside of Xeen	New World Computing	9.37
7	Eye of the Beholder II	SSI	9.34
8	Might & Magic: Clouds of Xeen	New World Computing	9.34
9	Ultima VII	Origin	9.25
10	Eye of the Beholder	SSI	9.10



## TOP SIMULATION GAMES

RANK	GAME	COMPANY	SCORE
1	Falcon 3.0	Spectrum HoloByte	9.59
2	Fleet Defender	MicroProse	9.58
3	World Circuit	MicroProse	9.44
4	Acas of the Pacific	Dynamix	9.38
5	Comanche: Maximum Overkill	Novologic	9.27
6	Secret Weapons of the Luftwaffe	LucasArts	9.19
7	Indy Car Racing	Virgin/Papyrus	9.18
8	Haral	Spectrum HoloByte	9.09
9	Steel Island	Disley	9.00
10	Runship 2000	MicroProse	8.95



## TOP STRATEGY GAMES

RANK	GAME	COMPANY	SCORE
1	Master of Orion	MicroProse	10.36
2	Warlords II	SSG	10.04
3	Sim City 2000	Maxis	10.01
4	Saltaire's Journey	QQP	9.97
5	Dune II	Virgin	9.86
6	Merchant Prince	QQP	9.50
7	Chessmaster 3000	Software Toolworks	9.32
8	Hong Kong Mahjong Pro	Electronic Arts	9.13
9	Syndicate	Electronic Arts	9.07
10	The Last Admiral	QQP	9.05



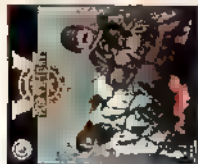
# TOP 100 GAMES

RANK	GAME	COMPANY	TYPE	SCORE
1	Doom	Id Software	AC	10.47
2	Master of Orion	MicroProse	ST	10.36
3	Links 386 Pro	Access	SP	10.33
4	Ultima Underworld	Origin	RP	10.22
5	Warlords II	SSG	ST	10.04
6	Sim City 2000	Maxis	ST	10.01
7	Day of the Tentacle	LucasArts	AD	10.01
8	Wing Commander II	Origin	AC	9.97
9	Saltaire's Journey	QQP	ST	9.97
10	Monkey Island 2: LeChuck's Revenge	LucasArts	AD	9.87
11	Dune II	Virgin	ST	9.86
12	Front Page Sports Football Pro	Dynamix	SP	9.85
13	Indiana Jones: Fate of Atlantis	LucasArts	AD	9.79
14	V for Victory: Volkstige Luft	Three-Sixty Pacific	WG	9.73
15	Carriers at War Construction Kit	SSG	WG	9.68
16	The Perfect General	QQP	WG	9.67
17	X-Wing	LucasArts	AC	9.65
18	V for Victory: Utah Beach	Three-Sixty Pacific	WG	9.63
19	Falcon 3.0	Spectrum HoloByte	SI	9.59
20	Gabriel Knight	Sierra	AD	9.58
21	V for Victory: Market Garden	Three-Sixty Pacific	WG	9.58
22	Fleet Defender	MicroProse	SI	9.58
23	Betrayer at Kronder	Dynamix	RP	9.56
24	Quest for Glory III	Serra	AD, RP	9.56
25	Sherlock Holmes CD I	Vicom	AD	9.55
26	Wolfenstein 3-D	Id Software	AC	9.55
27	Conquered Kingdoms	QQP	WG, ST	9.53
28	Merchant Prince	QQP	ST	9.50
29	NHLPA Hockey	Electronic Arts	SP	9.45
30	World Circuit	MicroProse	SI	9.44
31	War in Russia	SSI	WG	9.44
32	Ultima Underworld II	Origin	RP	9.42
33	Might & Magic III	New World Computing	RP	9.41
34	Lands of Lore	Virgin	RP	9.38
35	Acas of the Pacific	Dynamix	SI	9.38
36	Might & Magic: Darkside of Xeen	New World Computing	RP	9.37
37	Pacific War	SSI	WG	9.34
38	Might & Magic: Clouds of Xeen	New World Computing	RP	9.34
39	Eye of the Beholder II	SSI	RP	9.34
40	Star Control II	Accolade	AD, AC	9.33
41	The Seventh Guest	Virgin	AD	9.32
42	Chessmaster 3000	Software Toolworks	ST	9.32
43	Sam & Max Hit the Road	LucasArts	AD	9.28
44	Comanche: Maximum Overkill	Novologic	SI	9.27
45	Jack Nicklaus Signature Golf	Accolade	SP	9.27
46	Ultima VII	Origin	RP	9.25
47	V for Victory: Endgame	Three-Sixty Pacific	WG	9.24
48	Privatizer	Origin	AC	9.22
49	Learnings	Psychosis	AC, ST	9.21
50	Last Files of Sherlock Holmes	Electronic Arts	AD	9.20



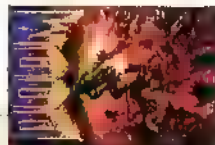
## TOP WARGAMES

RANK	GAME	COMPANY	SCORE
1	V for Victory: Valikiya Lala	Three-Sixty Pacific	9.73
2	Carriers at War Construction Kit	SSG	9.68
3	The Perfect General	QQP	9.67
4	V for Victory: Utah Beach	Three-Sixty Pacific	9.63
5	V for Victory: Market Garden	Three-Sixty Pacific	9.58
6	Conquered Kingdoms	QQP	9.53
7	War in Russia	SSI	9.44
8	Pacific War	SSI	9.34
9	V for Victory: Bold June Sword	Three-Sixty Pacific	9.24
10	Empire Deluxe	New World Computing	9.04



## TOP ACTION GAMES

RANK	GAME	COMPANY	SCORE
1	Doom	id Software	10.47
2	Wing Commander II	Origin	9.97
3	X-Wing	Lucas Arts	9.55
4	Wellenstein 3-D	id Software	9.55
5	Privateer	Origin	9.22
6	Lemmings	Psychosis	9.21
7	Tetris Classic	Spectrum HoloByte	9.14
8	Oh, Mel More Lemmings	Psychosis	8.92
9	The Heretic	Crystal Dynamics	8.75
10	Prince of Persia 2	Broderbund	8.50



## TOP SPORTS GAMES

RANK	GAME	COMPANY	SCORE
1	Links 386 Pro	Access	10.33
2	Front Page Sports Football Pro	Dynamix	9.85
3	NHLPA Hockey	Electronic Arts	9.45
4	Jack Nicklaus Signature Golf	Accolade	9.27
5	Hardball III	Accolade	9.16
6	Tony La Russa Baseball II	SSI	8.78
7	MFL Pro League Football	Micro Sports	8.54
8	The Games: Winter Challenge	Accolade	8.50
9	4-D Boxing	Electronic Arts	8.37
10	Wayne Gretzky Hockey III	Bethesda	8.30



The Poll is based on reader survey cards from two issues prior to publication. Data is archived from more than 100 games, so the Top 100 is likely to contain titles which were not listed on the active reader survey card, and the Top 10 lists may contain games which scored below the Top 100. Also, every title listed on the survey card may not appear in the Top 100, either because they did not score high enough or because of an insufficient number of responses on a particular game (usually due to a title's distribution delays or low initial retail penetration).

# The Computer Gaming World

A MONTHLY SURVEY OF THE READERS OF COMPUTER GAMING WORLD

Games on unnumbered lines have scores equal to the line above. \* = Top game of type Dark Red = New Game, AD = Adventure, RP = Role Playing, NG = Simulation, ST = Strategy, WG = Wargame, AC = Action, SP = Sports

51	Secret Weapons of the Luftwaffe	JucasArts	SI	9.19
52	Indy Car Racing	Virgin/Papyrus	SI	9.18
53	King's Quest VI: Hair Today...	Sierra	AD	9.17
54	Hardball II	Accolade	SP	9.16
55	Tetris Classic	Spectrum HoloByte	AC	9.14
56	Hong Kong Mahjong Pro	Electronic Arts	ST	9.13
57	The Castle of Dr. Brain	Sierra	AD	9.11
58	Eyes of the Beholder	SSI	RP	9.10
59	The Dagger of Amon Ra	Sierra	AD	9.09
60	Hornet	Spectrum HoloByte	SI	9.09
61	Ultima VII: Part Two Sargent Lala	Origin	RP	9.08
62	Syndicate	Electronic Arts	ST, AC	9.07
63	Los Manly in: Lost in L.A.	Accolade	AD	9.06
64	Baye of the Cosmic Forge	Sir-Tech	RP	9.05
	Quest for Glory I (VGA)	Sierra	AD, RP	9.05
	The Last Admiral	QQP	ST	9.05
67	Eric the Unready	Legend	AD	9.04
	Empire Deluxe	New World Computing	WG	9.04
	Conquests of the Longbow	Sierra	AD	9.04
70	Arena: The Elder Scrolls	Bethesda	RP	9.03
71	Police Quest 3	Sierra	AD	9.01
	Clash of Steel	SSI	WG	9.01
73	Stunt Island	Disney	SI	9.00
	Battles of Destiny	QQP	WG, ST	9.00
75	Space Quest IV	Sierra	AD	8.98
	Western Front	SSI	WG	8.98
77	Carriers at War	SSG	WG	8.97
78	The Adventures of Willy Beamish	Dynamix	AD	8.96
	Freddy Pharkas Frontier Pharmacist	Sierra	AD	8.96
80	Wizardry VII: Crusaders of Savant	Sir-Tech	RP	8.95
	Alone in the Dark	I-Motion	AD	8.95
	Gunsley 2800	MicroProse	SI	8.95
83	The Incredible Machine	Dynamix	ST	8.92
	F-117A	MicroProse	SI	8.92
	Oh, Mel More Lemmings	Psychosis	AC, ST	8.92
86	The Island of Dr. Brain	Sierra	ST	8.91
87	Acas over Europe	Dynamix	SI	8.89
88	Chuck Yeager's Air Combat	Electronic Arts	S	8.87
89	Indianapolis 500	Electronic Arts	S	8.83
90	Carriers at War II	SSG	WG	8.82
91	Spellcasting III: Spring Break	Legend	AD	8.81
92	Rex Nebular	MicroProse	AD	8.80
93	Gateway to the Savage Frontier	SSI	RP	8.79
94	Tony La Russa Baseball II	SSI	SP	8.78
	Populous II	Electronic Arts	ST	8.78
	Hoyle Book of Games, Vol. 3	Sierra	ST	8.78
97	Heart of China	Dynamix	AD	8.75
	The Words	Crystal Dynamics	AC, ST	8.75
	Masquerade's Gambit	Electronic Arts	ST	8.75
100	Vail of Darkness	SSI	RP	8.74



## PATCHES

**AEGIS Patch:** Eliminates the Electronic Book crash. 4/28/94.

**Air Warrior V1.13 Update:** New .EXE files that fix several problems. 3/1/94

**Arena V1.04 Update:** Fixes several map, music, scrolling and magic problems. Provides new hot keys and allows you to sell magic items and delete spells. Particularly helpful for 386 machine users. 3/1/94

**Bane of the Cosmic Forge Patch:** Replacement file for players who get a divide overflow when starting the game. 3/23/94

**Battles of the South Pacific Upgrade:** Latest patch for QQP's WWII naval strategy game. 5/24/94

**Bethesda Sound Blaster Patch:** Allows both sound effects and music for all Bethesda games. 6/5/94.

**Comanche Joystick Drivers:** Adds Flightstick Pro support. 5/24/94

**Command Adventures Starship Patch:** The latest fixes for Merit Software's space game. 5/19/91

**Companions of Xanth Points List:** Complete point totals for Legend's adventure game. 5/25/94

**Detroit Upgrade:** Fixes include finances, the December crash, and the 255-worker bug. 5/31/91

**Diamond Dreams Upgrade:** Fixes all known bugs, and features greatly improved AI for computer manager strategies. 3/29/94

**Empire Deluxe V1.1 Mac:** Latest version of New World's strategy game for Mac gamers, fixes include cleaning up PBM play. 6/1/94

**Falcon 1.02 Mac Upgrade:** Fixes sound problems on Mac AVs. 3/20/94

Computer game programs have grown so massive and the number of hardware configurations has become so huge that incompatibilities and glitches are frustratingly common. Patches for buggy programs have become the fastest fix.



These patches can be downloaded from ZiffNet, both on CompuServe and on Prodigy, except where indicated. On CompuServe, go to Computer Gaming World's own Forum, GO GAMEWORLD, Library 2, The Patch File. To sign up, call (800) 848-8990.

On Prodigy, jump "ZiffNet" and Search by Title for the patches listed here.

Or, Search by Category to browse the entire games library.

These patches can also be downloaded from other on-line services, from software publishers' BBSs, or directly from the publisher. We urge publishers to keep us informed of the latest patches for their games. **Red indicates new files.**

**Fleet Defender V1.2 Upgrade:** Latest version of MicroProse flight sim, with 41 new features. 5/17/94

**Gobliins CD-ROM Patch:** Fixes sound card and CD-ROM driver problems. 3/1/94

**The Horde V1.1 Revision:** Now supports Media Vision Pro Audio sound cards. Fixes lockups on some Sony drives, dead knights not disappearing after snowball hits, and also slows down the end credits. 4/28/94

**IndyCar Racing V1.04 International:** Different patches for owners of IndyCar Spanish, Italian, German or French language versions. 5/19/94

**IndyCar Racing Patch:** Allows use of the Gravis Ultra-sound Card. 3/20/91

**IndyCar Racing Modem Patch:** Cleans up difficulties with modem play, and fixes scrolling menus for steering devices with no y-axis. 4/7/94

**Jutland V1.1 Upgrade:** Allows non-penetrating shells, adds more graphics, runs smoother, and most significantly, includes time compression. 3/30/94

**Jutland Patch:** The game will now recognize different sound card addresses, rather than just the default

220 address. 5/3/94

**Kingmaker V1.51 Upgrade:** Latest version of Avalon Hill's strategy game with many fixes. 5/25/94

**Lands of Lore CD-ROM V1.22 Upgrade:** Fixes lockup problems on fast machines, allows retrieval of Dawn's key, and allows use of Waveblaster/Soundblaster 16 combo. 3/7/94

**Lands of Lore Floppy V1.23 Upgrade:** Fixes "Dawn's Key" problem and Pentium lockups when choosing a character. 4/28/94

**Lucky's Casino Update:** Latest version of QQP game. 5/19/94

**Merchant Prince Update:** Newest version of QQP's strategy game. 3/11/94

**MicroProse Sound Drivers:** New AdLib sound drivers for many older games which had problems running with 486 and Pentium machines. 4/7/94

**Pacific Air Warrior:** Better ADV and MDF files than those on the PAW disk. 5/31/94.

**Pacific Strike V1.19:** Contains 9 fixes for Origin's new flight sim. 5/27/94

**Police Quest 4 Patch:** Fixes all known problems and speeds up restoration of saved games. Disk version

only. 4/5/94

**Rally V1.1 Upgrade:** Fixes joystick calibration and other problems. 3/24/94

**Ravenloft 1.1 Upgrade:** Latest version fromSSI, Floppy and CD-ROM. 4/29/94

**Red Baron Patch:** Configuration fix for IBM only. 3/29/94

**Seawolf Patch:** Allows 16-bit Sound Blaster sound effects and music. 3/30/94

**Shanghai II V1.05 Update (Mac):** Fixes tournament crash bug. 3/24/94

**Sierra Sound Patches:** A variety of fixes and drivers for Sound Blaster, Gravis Ultra Sound and General Midi users, for a number of older Sierra games. 5/19/94

**SimCity2000 V1.1 Update (Mac):** Latest version, it fixes the budget problem, among others. 3/1/94

**Subwar 2050 V2.02 Update:** Corrects cursor drift, time and date problem. 4/28/94

**Tigers On The Prowl V 1.1:** Fixes the mortar problem, among others. 5/28/94

**Tony La Russa Baseball 2 Patch:** Fixes stadium lock-ups. 5/3/94

**Ultima 8 Patch:** Fixes AdLib problem with some machines. 4/15/94

**Unnecessary Roughness Revision:** Changes graphics, avoids lock-ups, and allows use of Sound Blaster. Team stats are actually used, hand offs work correctly, and players do not vanish when tackling. CD-ROM versions will now load without error. 3/8/94

**Victory At Sea V1.01 Upgrade:** Corrects numerous problems with the initial release. 3/14/94

**X-Wing Enhancement:** This TSR allows use of extra Thrust-master buttons. 6/2/94. ☺



# The Rumor Bag

## He Axed For It...

by Thomas Quincy Washington



Mount Vernon may seem like a strange place to gather information about computer games, but that's exactly where I found myself when I tried to get information on **SID MEIER'S COLONIZATION**. As I walked past George Washington's bowling green, I realized that there have been very few games based on the American Revolutionary War and that I couldn't think of a one that was still in print. Those who are interested in the colonial period, however, may find two upcoming computer games to be of interest.

I was just peeking into the crude slave quarters when I became aware of a perfume more sensuous than the bouquet wafting from the magnolia trees that lined the path. I knew my contact had arrived. Brushing against my ear with a warm breathy whisper that rivaled the humid afternoon, I heard her comment, "It's hard to believe that slavery played such an integral part in building our country, isn't it?"

We both admitted that it was a shame that our ancestors had depended upon slavery to build this country. Then, she continued, "Of course you know that neither **SID MEIER'S COLONIZATION** nor **Impressions' HIGH SEAS TRADER** (working title) will have slavery. Both design teams know that slavery was an important part of the economic model, but neither wants to reward players for building empires on the backs of slaves."

**SID MEIER'S COLONIZATION** lets you build up colonies in both historical worlds or random worlds in much the same way you built global empires in **SID MEIER'S CIVILIZATION**, but I didn't know anything about **HIGH SEAS TRADER**. When I asked, my lovely font of wisdom explained that it's sort of a **PIRATES GOLD** meets **WOLFENSTEIN 3D** in that you get to play a 17th or 18th century privateer using a new interface that allows you to steer and sail in a first person perspective. The SVGA graphics are very nice and the world has a dynamic economic model to provide for plenty of replayability. It will even allow boarding actions which will require some combat tactics. She told me to expect it in the first quarter of '95.

We went on to the main house and listened to a guide's rap about how George Washington would add sand to the white paint used on the exterior of the house in order to get both extra durability and achieve a stone-like appearance. He said it wasn't unlike the way computer game publishers currently use 3-D techniques to fool the eye and draw you into games. The guide was talking about games like **Bethesda Softworks' DELTA V** and **Psygnosis' NOVA STORM**. Both are games that have players flying through 3D trenches at very high speeds, surrounded by very detailed rendered backgrounds. What the guide didn't know was that I had just played **DELTA V** with a head-mounted display over the bag on my head and experienced the 90 degrees of real movement to each side. I mentioned to my source that it was even closer to virtual reality than the experience in **Virtual World Entertainment's** location-based **RED PLANET** game.

My source wanted to know how I knew so much she didn't. "I have my ways..." I said, but she wasn't satisfied.

I finally told her that she wasn't the only beautiful source in the industry, and she walked away from the tour group in a huff, seating herself on Washington's front porch and looking off toward the Potomac. I went through the rest of the house, but my mind clearly wasn't on my work. I thought about following up our 3-D discussion by talking about **Looking Glass Technologies' FLIGHT UNLIMITED**. I thought that I might be able to tell her how the game presents photo-realistic terrain at all times and how the physics is modeled more realistically than any flight sim. I could have told her that real flying requires you to feel the atmosphere and react to it. So, in **FLIGHT UNLIMITED**, you'll be able to do snap rolls and combat maneuvers more realistically because the flight dynamics will feature the first true aerobatic flight model. Also, like Washington's house paint, I could tell her that the ships would not look texture-mapped because they use a voxel technology as opposed to a typical texture map.

But, when I sat down beside her, she wasn't in a good mood. I joked that George's expansive view of the river would make an ideal spot for a beachfront landing and she smiled patronizingly at me. I told her about a new wargame company called **Frontal Assaultware** that is supposed to announce **ONSLAUGHT**, a '50s era ahistorical wargame at MacWorld. The game is supposed to cover land and air warfare over a single continent as you lead your divisions of men through multiple battles. Like **SSI's PANZER GENERAL**, the divisions will be named and will show losses in such a way as to give you a built-in emotional attachment to your troops.

Her eyes brightened somewhat, but even telling her about **Impressions'** upcoming hex-based wargame with its built-in construction set couldn't pull her out of the mood. I went through my list of rumors and reminded her of **DEATHGATE**, **Legend's** upcoming graphic adventure using the Xanth engine and based on the Weis & Hickman novels. She looked at my with a stony expression worthy of a bust of General Washington himself. I told her that **Legend's MISSION CRITICAL** would combine elements of the adventure and strategy genres in much the same way as their superhero game would combine elements of adventure and role-playing. She was not amused.

I tried telling her about **Dongleware's BOLO**, a working title for their **BREAKOUT**-style game with upgraded graphics and puzzle-solving challenges. The look could have turned me into a pillar of ice. So, I finally told her that she was really my only beautiful source. She slapped me right across the bag.

"Thomas Quincy Washington!" she upbraided me on Mount Vernon's front porch, "How can you stand in the footsteps of George Washington and tell a lie like that?"

"Frankly, my dear," I quickly responded, "I never really cared much for cherries."

"You're impossible," she snickered and we continued our exploration of American History. Of course, as true computer gamers, we ignored the tough truth about slavery. ☹



NR 13

WARNING!

NOT RECOMMENDED FOR  
PLAYERS UNDER 13

MEGA TECH

## System requirements:

IBM-PC 386-SX compatible  
(486 recommended), VGA  
graphics, no extended memory  
required, Sound Blaster™ and  
Pro Audio Spectrum™  
compatible, CD-ROM or  
diskette version available



For centuries, war has raged among the demons and fairies, devastating this mystical land. Two young knights, separated at birth and raised by mortals, chosen for the ultimate battle that will decide the fate of heaven and earth. Never knowing their true relation — or their own dark destiny they are fated to meet and duel each other to the death. As Desmond, the Knight of Xentar, you will be striving with many a winsome enchantress to overcome menacing foes — and perhaps in victory, become the ruler of all.

So the challenge is on! An incomparable role playing fantasy game for your PC, with stunning, hand sculpted graphics throughout, humorous script and thrilling plots. But be warned — with its romance and intense action, Knights of Xentar is not for kids nor the faint hearted.

Available at finer software dealers everywhere or call  
1 800 258 MEGA. Visa/Mastercard accepted.

Download the FREE demo by calling our 24 hour BBS 310 539 7739  
(8 data bits, no parity, 1 stop bit, filename kxdemo.exe)  
or send \$5 for the demo on diskette to  
Megatech, PO Box 11333, Torrance, CA 90510.

# ENTER THE WORLD OF DEMONS ECSTASY OR EXTINCTION AWAITS

Based on the

Japanese hit

The Role  
movie and  
#1 game,

Dragon

Knight III

Game that will thrill you with the best in Japanese Anime Art

Circle Reader Service #86



# KNIGHTS of XENTAR



FROM THE CREATORS OF THE AWARD-WINNING WOLFENSTEIN 3-D™



## WANT TO BE A HERO? GO TO HELL!

DOOM is a lightning-fast virtual reality adventure where you're the toughest space trooper ever to suck vacuum. Scientists stationed on a far-off moonbase have opened a gateway to Hell, releasing a monster-infested holocaust upon the universe. You're the last marine remaining on the base after the invasion. Your mission is to survive!

- Four-player combat over network
- Two-player action over modem
- Incredibly detailed 3-D world
- Blood-curdling stereo sound effects
- Hair raising demonic denizens of Hell
- Awesome foe-fraggin' weapons



**Call 1-800-IDGAMES**

Order the entire DOOM trilogy for \$40.00 or get episode one, *Knee-Deep in the Dead™* for the cost of shipping and handling. Or download episode one from Software Creations™ BBS. (508) 368-4137 @ 2400-14.4K baud. Canadian customers call 1-800-661-7383.



Requires a 386DX PC compatible or better; hard disk drive; VGA graphics; 4 Megabytes of memory. A 486 is recommended. Multiplayer options require a network which uses the IPX protocol, a modem, or serial link. Digitized sound effects require a 100% Sound Blaster™ compatible card, Gravis Ultra Sound™, or Pro Audio Spectrum™-16. DOOM is a trademark of id Software, ©1993. Other trademarks are the property of their respective companies.



# AN *ORIGIN* INTERACTIVE MOVIE™

**S**tripped of memory, artificially enhanced with both human and alien technology, you are intended to be the perfect untraceable assassin for the scheming Mondite's master-stroke.

But it's more than a science-fiction computer game — it's an *ORIGIN* Interactive Movie. We've made a movie for you to star in, not just another game to play. Your interaction advances the story as you take your animated 3-D synthetic "actor" through a dramatic action-packed adventure.

# BIO FORGE™

Copyright © 1994 ORIGIN Systems, Inc. BioForge and ORIGIN Interactive Movie are trademarks of ORIGIN Systems, Inc. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. Intel, Intel486 and Pentium are trademarks of Intel Corporation.

Available at a software retailer near you, or call 1-800-245-4525 for MC/Visa/Discover orders.



Actual screens may vary.

- Employs the camera and editing techniques found in your favorite movies — from varied camera angles to rapid-fire cut sequences, long shots and closeups for emotional impact.
- Eliminates the artificial breaks between interactive and viewed portions of a game — the story is melded into a single cinematic experience.
- Directs the pacing and tempo so that the plot flows swiftly but smoothly, fueled by your decisions.

FOR A GREAT GAME EXPERIENCE,  
WE RECOMMEND AN INTEL486™  
DX2 OR PENTIUM™  
PROCESSOR-BASED SYSTEM.  
FOR LITERATURE ON INTEL  
PROCESSORS, CALL  
1-800-756-8766

**ORIGIN®**  
*We create worlds.®*  
An Electronic Arts® Company  
P.O. BOX 181750 AUSTIN, TX 78716